BRD. DM. 5,80
SW. SEK. 19,90

MERSEY LEISURE PUBLISHING PRESENTS:

Adventurer

THE SUPERIOR FANTASY & SCIENCE FICTION GAMES MAGAZINE

ISSUE 1

WHITE FIRE:
A Call Of Cthulhu Mystery.

THE BLACK TOWER:
A Rolemaster/AD&D adventure.

COVER STORY:
250 years of games could be yours!

PLUS!
Articles, reviews, humour and news.

COLOUR POSTER INSIDE!

Grenadier Models UK Ltd.,

FANTASY MINIATURES

• 25 mm ROLE PLAYING AND FANTASY WARGAMES FIGURES •
• SUPERB DETAIL WITH A HUGE RANGE TO CHOOSE FROM •
• ORIGINAL, ELEGANT, INNOVATIVE AND AT •
• EXTREMELY COMPETITIVE PRICES •

• SEND S.A.E. FOR OUR COMPREHENSIVE CATALOGUE TO •

GRENADIER MODELS U.K.

• 19 BABAGE ROAD, DEESIDE, CLWYD •

TELEPHONE 0244 536111

TRADE ENQUIRIES WELCOME

ACCESS & BARCLAYCARD WELCOME - PHONE OUR 24 HR HOTLINE ON 0244 536111

Adventurer

THE SUPERIOR FANTASY & SCIENCE FICTION GAMES MAGAZINE

WELCOME to the first issue of ADVENTURER! As you are probably aware, we are an independent operation with close links to certain areas of the gaming world. This puts us in an ideal situation, really. On one hand we are kept up to date with all the goings-on in the games business, complete with new games offerings, news of who's married who, or which shop has moved into the naughty nighties' line, whatever. On the other hand, we are under no obligation, pursuasion, coercion or threat to publish material or plugs for any particular games company. Won't that be nice? What it means is, we will be able to publish what the **reader** wants to see, and if the reader doesn't like something, out it goes (that's the theory, anyway!) OKAY, enough of the self-praise, I'll get off my soap-box, if you get on yours and give me some feedback. There's a cute little form on page 19. Fill it in and let me know what you think. I'll report back next Ish. which should be in the shops on May 15th.

Ste. Dillon.

CONTENTS

PREMIER ISSUE - APRIL 1986

	Page
EDITORIAL Gutteral utterings from Ste. Dillon.	1.
THE BLACK TOWER A rolemaster/AD&D adventure in two episodes. **Episode 1: BEASRON'S KEEP.**	4.
SHOP WINDOW Reviews of the latest titles.	13.
FIGURES FRONT Ideas and wit from the miniature world of Martyn & Will. ill.	16.
ADVENTURER'S CLUB Your chance to win £50 worth of games and join the club!	18.
LIVE BY THE SWORD Get your own back with the readers' letters page.	19.
TOWN CRIER News and views on 'what's happening'.	23.
COLOUR POSTER Double page version of the front cover by Robin Parry.	24.
OPINION POLL The results of a pre-publication survey on Fantasy mags.	26.
WHITE FIRE A Call of Cthulhu mystery!!	28.
PSYCHOLOGY IN GAMES Back to school for a thesis on gaming.	35.
HOW TO BE A 'METHOD' ROLE-PLAYER Notes on the finery of role-playing.	39.
BLOOD LOSS The effects of blood loss in FRP games.	40.
MOMMY, WHAT IS A FANZINE?	41.
CLASSIFIED Buy and sell, swap or meet.	43.
ONCE BITTEN Imbibing, bribing, back-stabbing drama.	44.

Cover Price: 90p.
Subscription Rates: £5:50 for six issues direct from the publishers.

All material published in this magazine is accepted for publication on the grounds that it is original work belonging to the individual contributor. It is also published with the belief that it is not illegal, obscene, defamatory, breach of copyright or grossly bigoted.

Mersey Leisure Publishing regret that they cannot be held responsible for any transactions arising from advertisements.

Published by Mersey Leisure Publishing, 85 Victoria Street, Liverpool L1.

Editor: **Stephen Dillon, B.Sc.**
Production Controller: **Mike Simpson.**
Editor's Secretary: **Marie Graham.**
Figures Front: **Martyn Tetlow** and **Will Hannah.**
Artwork Team: **Robin Parry** and **George Jones.**
Contributions: **Street Vincent.**
Cover Art: **Robin Parry.**
Typesetting/Paste-up team: **Foster, Cleaver & Hedderly.**
Colour Origination: **Perry Mill Press Ltd.**

Printed in the UK by **Redwood Burn.**
Trade Distribution through:
Diamond Magazine Distribution Ltd.
Unit 1 Burgess Road,
Ivyhouse Lane,
Hastings,
East Sussex TN35 4NR.
Tel. No. (0424) 430422.

Unless otherwise stated, all materials not considered advertising by the publishers remain © Copyright Mersey Leisure Publishing 1986. Reproduction in whole, or part, is expressly forbidden save with prior arrangement and a written agreement with Mersey Leisure Publishing.

FANTASY GAMES UNLIMITED

Worldwide distribution by:
GAMES OF LIVERPOOL
89 Victoria Street, Liverpool, L1 6DG, England.
TARGET GAMES
Frihamnen, 5-100 56 Stockholm, Sweden.
VENTURA GAMES
159-163 Wyndham St., Alexandria, NSW 2015, Australia.
CITADEL
Muhlendamm 41-43, 2000 Hamburg 76, W. Germany.
JEUX DESCARTES
5 Rue de la Baume, 75008 Paris, France.

BUSHIDO

£8.95

The night was dark and the road deserted, as a lone traveller moved towards the lights of the village lower on the mountainside. He was Tokasi Benkai, samurai and warrior. Gold glinted from the fittings of his katana. The woods hid their shadows. They were bandits, and hungry. They were also five to his one. They attacked.

Adventures:

Valley of the Mists **£4.45**
Takishido's Debt **95p**

FLASHING BLADES™

£10.75

A complete role playing game set in the era of the Three Musketeers. A world in which a man's courage and ambition knew no bounds. It was a time of adventure and of intrigue in which the rival interests of King and Cardinal played a deadly game across France and all of Europe. Be prepared to be '...born with the gift of laughter and the sense that the world was mad.'

Adventures:

Parisian Adventures **£4.45**
High Seas **£5.45**
Cardinal's Peril **£4.45**

Chivalry and Sorcery is a role playing game that deals with the age of legendary and of chivalry. The game itself is almost as legendary as the age with which it deals. This boxed set is a totally new edition of this game which is known for it's completeness and attention to detail. It describes a realistic and fully conceived world based on the feudal setting which is the basis of myth and the fantasy tradition in literature.

Supplements:

Sourcebook 1 **£6.95** Sourcebook 2 **£5.75**
Swords and Sorcerers **£5.45**

Adventures:

The Dragonlord **£4.45** The Songsmith **£4.45**

Chivalry and Sorcery™

£17.75

The boxed set provides solid basic play mechanics that have been over 2 years in playtesting. Rules are provided for modern firearms, NBC weapons and protections, mutations, survival, high technology and more. The game is structured to allow the referee to decide the nature of the holocaust that destroyed the world in which play will occur.

AFTERMATH!

Aftermath is a game for 2 to 6 players and a referee in search of a different kind of adventure. It is a role playing excursion into a post-holocaust world. **£20.75**

Adventures:

Operation Morpheus **£6.95**
Sydney: Wilderness Campaign **£5.95**
Into the Ruins **£5.45**
Empire Karo **£4.45**

Game Designers' Workshop

TWILIGHT: 2000™

Twilight 2000	£14.95
— Free City Of Krakow	£4.95
— Pirates Of The Vistula	£4.95
— Ruins Of Warsaw	£4.95
— Black Madonna	£4.95
— Going Home	£4.95

For five years, the armies of the world have fought back and forth across Europe. Three years ago the missiles started flying. Most countries were hit hard in the nuclear exchange, but no one had a decisive advantage and the war went on. Tanks began breaking down and the supply of spare parts dwindled to zero. The sophisticated artillery weapons have exhausted their ammo, and no one is capable of producing any more. Divisions which started the war with 20,000 men are lucky to put 2000 into the field. But the war goes on.
You are part of what once was the leading U.S. division of NATO's last drive into central Poland. There isn't much in the way of organized military forces left on either side, and local warlords, militia, and bands of marauding deserters rule the countryside. Your division has been over-run and your group is hundreds of kilometers from the nearest friendlies. The last message from division HQ read:
GOOD LUCK.
YOU'RE ON YOUR OWN.
Now what do you do?

Trade enquiries to:
GAMES OF LIVERPOOL
89 Victoria Street
Liverpool L1 6DG
Tel: 051-236 2605
Wholesalers and importers of specialist adult games

CHILL™

ROLE PLAYING GAME
£9.95

Fear runs down your spine like ice water.
Pressing your shoulder more firmly against the door of the rotting cottage, you hope that your strength can prevail against the beast that hunts you. It lurks somewhere outside - waiting, watching.
If only someone else had been sent out into the night, into the swamp to battle this creature...

Trade enquiries to:
GAMES OF LIVERPOOL
89 Victoria Street,
Liverpool L1 6DG.
Tel: 051-236 2605

CHILL™

BLACK MORN MANOR

ADVENTURE BOARD GAME

BLACK MORN MANOR is a hair-raising adventure board game of terror and suspense. But beware:
- **With each game, the Manor changes; you must build the board as you play. (Be carefull A foolish mistake may trap you forever...)**
- **The creature changes too; 10 different fiends - all of them deadly - haunt the Black Morn estate.**
- **Most terrifying of all, you can trust no one. Your companions may suddenly become enemies... your enemies the only hope of survival.**

This box contains everything you need to play: a full-colour board in 48 moveable sections, a rule folder, 96 cards, 6 pawns, 70 playing pieces, and 2 high-quality ten-sided dice.

The gate is open wide; why don't you and your friends come inside?

£12.95

the BLACK TOWER

by John S. Davies

part one Bearon Keep

A Rolemaster/Advanced D&D scenario in two episodes.

The Black Tower is an adventure designed for use with either the **Rolemaster** books Arms Law, Claw Law, Spell Law and Character Law; or the **Advanced D&D** Players Handbook, DMG and Monster Manual 1. Rolemaster parties should consist of 5 to 8 characters, level 1-3. AD&D parties should consist of 5 to 8 characters, level 1-4.

The main part of this adventure is written in a form which makes it partially independent of the games system chosen. The details of NPC's, creatures and specific magic items are presented at the end of this episode. This is the first part of the Black Tower adventure, though the tower itself does not appear in this issue. This scenario introduces the characters to the area, and to some of its inhabitants. Characters playing this episode should have both the equipment, and a reason, to enter the tower in the next issue.

Magical weapons given in the adventure will have two plusses, one for the twenty-sided dice based AD&D system, and one for the percentile dice based ROLEMASTER system. eg. +1/+5 means a +1 AD&D weapon or a +5 ROLEMASTER weapon. This will also apply to magical armour and shields. The ROLEMASTER weapons will be superior, not magical, except where specifically stated.

GM's background

This adventure is set around the area between the town of **Kavank**, and the city of **Coovrail**; see map A.

Coovrail is a major trading centre. Caravans pass through there to many other towns and cities. Recently, caravans passing between Coovrail and Kavank have been repeatedly raided by a group of orcs and humans, led by a human thief called **Thurgal Garvak.** Among the items taken by this group, is a holy relic that was being taken to Kavank, to be placed in the temple of **Shayvere.**

Thurgal Garvak is really working for the high priest of **Zyrgal,** God of Darkness, whose objective was to obtain the relic via the caravan raids. The raids on the caravans have been continued since the relic was seized, to disguise this fact.

The party should start in Coovrail, where they can be fully equipped, and where they hear rumours of the theft of the relic and the frequent caravan raids. They should then travel to Kavank, where they can obtain further information about the relic and its theft. The party may be attacked by the thieves, while on their way from Coovrail to Kavank. Alternatively, the party can start in Kavank, though the lack of supplies reaching this town, due to the raids, means that they will not be able to buy all the equipment they may want.

Players' Introduction

Far across the land, there are tales to be told of the splendour of **Coovrail,** a bustling trading centre, inland from the sea port of **Halvar.** Its markets are the source of unusual, exotic, and intriguing items, and its back streets hold the seeds of many a profitable adventure. Throngs of people come from far and wide to sample its delights.

You too have journeyed here, in search of adventure and excitement, drawn by tales of wealthy marchants in need of protection, and fair men and women in search of relief from the boredom of city life. You are also seeking to increase the weight of your purse.

Within the city, you have met like-minded adventurers, and together you seek for news that may lead to gain, in both money and power. Far across the land, there are tales to be made in the splendour of Coovrail.

Coovrail

Coovrail is a large city, of about 5,000 inhabitants. It is a major trade centre, and is known for its markets and bazaars. A party can obtain any normal equipment, at standard cost, in the city.

There is a thieves' guild, from which thieves' tools can be obtained by members, at standard rates, and by non-members at 25% above standard rates. There is also an assassins' guild, but they will only deal with members. There are mages' guild buildings within the city, covering the various aspects of magic. There are plenty of high level spell-casters from whom spells and magical items may be obtained for a high price. All sorts of magical items can be obtained from these guilds, but the more common items are usually bought from shops around the city. The mages of the guilds will make items to order, and will therefore take longer to supply an item, whereas shops will have supplies of the more common items, readily available. There are enough high-level NPC's living in the city, to provide training for any character who requires it, regardless of character class.

There is plenty of accommodation in the city. With the amount of national trade that Coovrail has, there is plenty of news from the rest of the country. The most prominent news around the city is about the relic which has been stolen recently, while on its way to the Temple of Shayvere, in Kavank. If the party listen to any talk around the city, they will hear about this. There is no temple of Shayvere in Coovrail, as her temples are few, and the temple at Kavank is the major one in the land. The party will discover that Shayvere is the goddess of healing, and that she only accepts priestesses into her order. There are alternative temples in Coovrail, the main one being dedicated to **Alvair,** goddess of trade and bargaining. However, further details concerning the relic will have to be obtained from the temple at Kavank.

Due to the distribution of trade with Kavank, healing potions are in short supply in Coovrail, and are selling at five times their normal cost.

Kavank

Kavank is a town of about 250 inhabitants. Its major feature is the temple of Shayvere, goddess of healing, which is located to the north of the town on a small rise. Most of Kavank's supplies come from trade with caravans from Coovrail, so the disruption of these caravans has restricted the availability of equipment. Standard equipment, ie. food, drink, clothing, etc. is generally available, at 10% above standard rates. Metal, however, is in short supply, and although weapons and armour can be made in the town, they cost 100% to 150% above standard prices.

There is no thieves' guild in the town, nor is there an assassins' guild. The town comes under the control of the Coovrail thieves and assassins guilds. There is a small branch of the mages' guild, which can produce some minor magic items, but this will take time and cost at least twice the standard rate.

The only temple in the area is the temple of Shayvere. As Shayvere is the goddess of healing, and her temples are the major source of magical healing, potions of healing can be obtained at standard prices. Such potions will have to be obtained directly from the temple. Shayvere is a lawful good deity, as are her followers. The temple has 44 clerics in residence, plus the High Priestess, **Sou-vaydan.** Details of the priestesses are given at the end of this scenario.

There is a shop in Kavank which sells magical items, but they are in short supply. There is a 20% chance of a+1/+5 sword being in stock. A 15% chance of a +1/+5 mace being in stock, and only a 5% chance of any other type of common +1/+5 weapon. There is a 1% chance of any other specific, minor magic item being available.

Any character requiring training will probably have to journey to Coovrail, though there are some low level fighters in town, and of course, there are the priestesses of Shayvere. The priestesses will usually only train other priestesses of Shayvere.

There are two inns in Kavank, the Singing Dragon and the Adventurer's Head. Both provide accommodation, but in the Adventurer's Head there is a 5% chance each night that a 1st. level thief staying there, will attempt to steal something from the party.

If the party has not already been to Coovrail, they will be able to hear the same about the theft of the relic as they would in Coovrail. If they ask around the town, they will also find out that there has been movement around the ruin of **Beasron Keep** in the **Shadowed Wood.**

If the party approach the temple concerning the relic, the Priestesses will be initially suspicious. Should they be able to prove their good intentions, the High Priestess **Sou-vaydan** will give them the following information:

1. The relic is a goblet, and has great healing powers, but can only be used by a priestess of Shayvere.

2. Two of the members of the caravan party that was carrying the relic, survived the attack. They have been questioned, and told of an attack by a group of orcs. They claim there were about fifty orcs, but Sou-vaydan is quite sure that this is a highly exaggerated figure.

3. One of the priestesses who was travelling with the relic is unaccounted for. She was not with the survivors, and her body was not found with the others. the name of the priestess was **Ellbian.**

Sou-vaydan will also tell the party that there have been recent reports of movement in the ruins of Beasron Keep. She will also inform the party that Beasron Keep has been abondoned for at least 400 years, and that it now lies within the Shadowed Wood. She can supply the party with a sketch-map, showing the rough location of the Keep (Map C). She has recently communed with Shayvere, and the answers she received point to the Keep, so she will urge the party to try that as their first step in retrieving the relic, and finding the missing priestess.

Random Encounters

The Road: While travelling along the road, encounters should be checked for three times a day, and once per night. An encounter occurs on a 1 rolled on a d10. Roll a d10 for type of encounter.

1-5. A merchant and three or four guards. They will be wary of the party, and will avoid contact if at all possible.

6-7. A lone traveller, going in the opposite direction to the party. He will talk to the party if approached, and give news of where he has come from (see NPC statistics). He will appear quite confident, and will decline any offer of assistance or companionship from the party, firmly but politely. This encounter will only occur once; if rolled again, let your imagination run free with your own encounter.

8-9. During the day, this will be an encounter with a pack of 2-5 wild dogs. At night, this will be an encounter with 3-6 orcs from Thurgal Garvak's band of thieves. The orcs, if captured, can be forced to reveal the location of the gang's camp, in the ruins of Beasron Keep. They could even be persuaded to lead the party there, though they will try to lead them into a trap at the first opportunity.

10. A small caravan, travelling from Coovrail to Kavank. This will consist of 3-5 merchants and 8-10 guards. If the party wants to accompany them, the travellers will be very suspicious, and will almost certainly decline. If the party does travel with them, or follows them closely, there is a 65% chance that they will be attacked en route by 10-15 orcs, from the thieves' band (see above for the reaction of captured orcs).

The Shadowed Wood

The **Shadowed Wood** is so named because the trees form a very dense covering, overhead, which cuts out 90% of the sunlight. This gives the woods a gloomy aspect, and there is little difference between day and night, within the wood.

Encounters should be checked for every two hours spent in the woods. An encounter will occur on a roll of 1 on a d10. Roll a d10 for type of encounter.

1. A human, herbalist. He is out gathering herbs in the wood.

2-4. A lone orc from the band of thieves. If captured he can give information about the thieves' camp, and can be forced to lead the party there. Though he will try to lead them into a trap, at the first opportunity.

5-8. A group of 3-5 orcs, from the thieves' band. See above for reactions of captured orcs.

9. A small ogre.

10. A group of 1-4, low level undead. These undead have been raised by a priest of Zyrgal, god of darkness, at the request of Thurgal Garvak, the thieves' leader, so as to frighten off unwelcome visitors.

Beasron Keep

Beasron Keep is in ruins. It was abandoned 437 years ago, when an outbreak of plague hit the people living there. The place is generally shunned, but nobody now remembers why.

The Keep has now been taken over by Thurgal Garvak, and his band of thieves. The band consists of Thurgal Garvak himself, four human fighters, and about 50 orcs. Most of the orcs spend their time in the Shadowed Wood, watching the road from Coovrail to Kavank, and making sure the woods remain unwelcoming. Within 2 miles of the Keep, encounters should be checked for every hour. An encounter will occur on a 1 on d6. The encounter will be with a group of 7-9 orcs. These orcs will be more wary than those encountered elsewhere in the woods, and are more likely to try and warn the main camp of intruders.

All that remains of the Keep, above ground, is its north-western tower. If the area is checked, stones and rubble can be found, showing where the Keep once stood. The tower that remains is not complete, and only the lower two floors now exist. See map B.

The Tower

1. This is a ladder which leads up to the second level. This level used to be reached by stairs, along the inside of the wall of the Keep.

2. The door into this area from the outside, as well as the doors to 3 and 4, are recent additions. The floor is clean (because of the passage of many orc feet). There is a hole in the northern corner of the area, in the floor. This leads to the orc's rooms on the lower level, by a set of stairs.

3. This room belongs to the human fighters. There are four straw pallets on the floor. There is a table against the wall, next to the door. Under the table is a box, containing various items of clothing, and four pouches. The pouches contain a total of 59 silver coins, and three small gems, worth 5 gold coins each. There will be 2-4 of the fighters present at the tower, the others visiting Coovrail, enjoying themselves while gathering information for Thurgal Garvak.

4. This is Thurgal Garvak's room. There is a straw pallet, a table with writing materials and a locked box under the table. The box is trapped with a needle, which will do 1 point of damage, the poison having long since worn off it. In the box there is clothing, three throwing daggers and a belt pouch which contains 124 silver coins, and 42 gold coins. Tucked in the pocket of a cloak, in the box, is a silver ring, worth 97 silver coins, and a parchment (Map C).

There is a 60% chance that Thurgal Garvak will be in the tower. In the south-western corner of the room, there is a shabby rug, which covers a trapdoor. The trapdoor leads to a set of stairs, which descend to the main part of the lower level.

5. This is the cooking fire, used by the humans and orcs.

6. This camouflaged hole leads down to the cistern on the lower level.

The second level of the tower has no interior walls left, and only 1-2 feet of its outer wall. There are always three orcs on guard here. This level is 15' above the ground level, and provides a good view of the approaches to the tower. There is also a horn, which the orcs will sound if they see intruders approaching. One minute after the horn is sounded, the orcs from the lower level will emerge from the tower, along with any humans who are present. The orcs on the second level are armed with bows, and will stay there to provide missile fire.

If Thurgal Garvak is in the tower, he will come out with the rest of the band, but he will attempt to retreat into the tower if the fight seems to be going against him. If possible, he will escape down to the lower level, and up again through the exit from the cistern.

Lower Level

1. This area used to be the cells from the Keep. The doors have all rotted away. This is where the orcs live. There is straw heaped in the cells, and the floor of the main corridor is littered with a mixture of dirty old straw, bones and scraps of half eaten food. If the straw in the cells is searched, a total of 74 silver coins can be found. There will be 10-15 orcs here, 1-6 of which will be asleep. The rest will be scrabbling about, playing dice, etc.

2. This room is being used by Thurgal Garvak to store things stolen from the raided caravans, before they are taken into Coovrail, where they are resold. This is also where the money from the sale of stolen goods is kept.

Stored in the room are: 400 silver coins worth of silk; two large tapestries, worth 150 and 200 silver coins, respectively; a necklace worth 112 silver coins; and a locked box which contains 424 silver coins and 33 gold coins.

In a corner, wrapped up in a piece of tattered cloth is a +1/+5 mace. As none of the thieves can use this, Thurgal Garvak is planning to sell it to **Kell,** the High Priest of Zyrgal who originally hired him to steal the relic. The relic itself is not here, having been passed on to Kell a short time ago, along with Ellbian the priestess.

3. This is a large cistern. There is water below the level of the entrance, and above the entrance, a ladder has been fixed which leads up to the exit hole, in the woods.

4. The southern exit from this room has been blocked with rubble. Carved in the walls are pictures of men and women, dying and dead. Closer examination will show that the people are dying from some form of disease. Hanging on the rubble are two holy symbols, one of Shayvere, goddess of healing, and the other of Fegarch, god of defence. They were placed there to aid in containing the plague which hit the Keep, beyond the barrier of rubble. If the party want to open the passageway, they can do so in two days, working non-stop.

5. This room was used to dump those who had died of the plague, and those who had definitely caught it. The place is scattered with rotten rags, which were once clothing, and which will turn to dust if disturbed. There are also three skeletons lying around the room. These were people who had not died of plague, but whose bodies where thrown in here just in case.

While the party is in here, and in the cave system, there is a 1 in 6 chance of encountering 1-4 plague Zombies, every third turn.

The caves were found when this room was excavated, but the plague stopped any exploration of them.

The caves are covered with mosses and lichens, and are very damp. Water drips down every wall, and collects in the numerous pools which have formed on the cave floors. The whole cave system, and room 5, emit an overpowering stench of putrifying flesh. Anyone walking through this area must resist a 5th level poison, or save vs. poison at −2, or they will suffer from nausea, making them −2/10 on all combat rolls, until they get out.

The plague zombies which inhabit this place, wander around aimlessly, looking for a way out. They could not get past the blockage while the holy symbols were present.

Items carried by the zombies when their bodies were left in room 5, have found their way into some of the caves, usually because they have fallen off the zombie that was carrying them.

6. Lying under some moss, which has grown over it, is a short sword, +1/+5, +2/+10 against undead. The person who owned it, unfortunately never knew of its properties against undead.

7. In a pool, in the middle of this cave, there are the remains of a purse. Lying with these are 5 gold coins, and 15 silver coins. The purse will powderise if handled without extreme care.

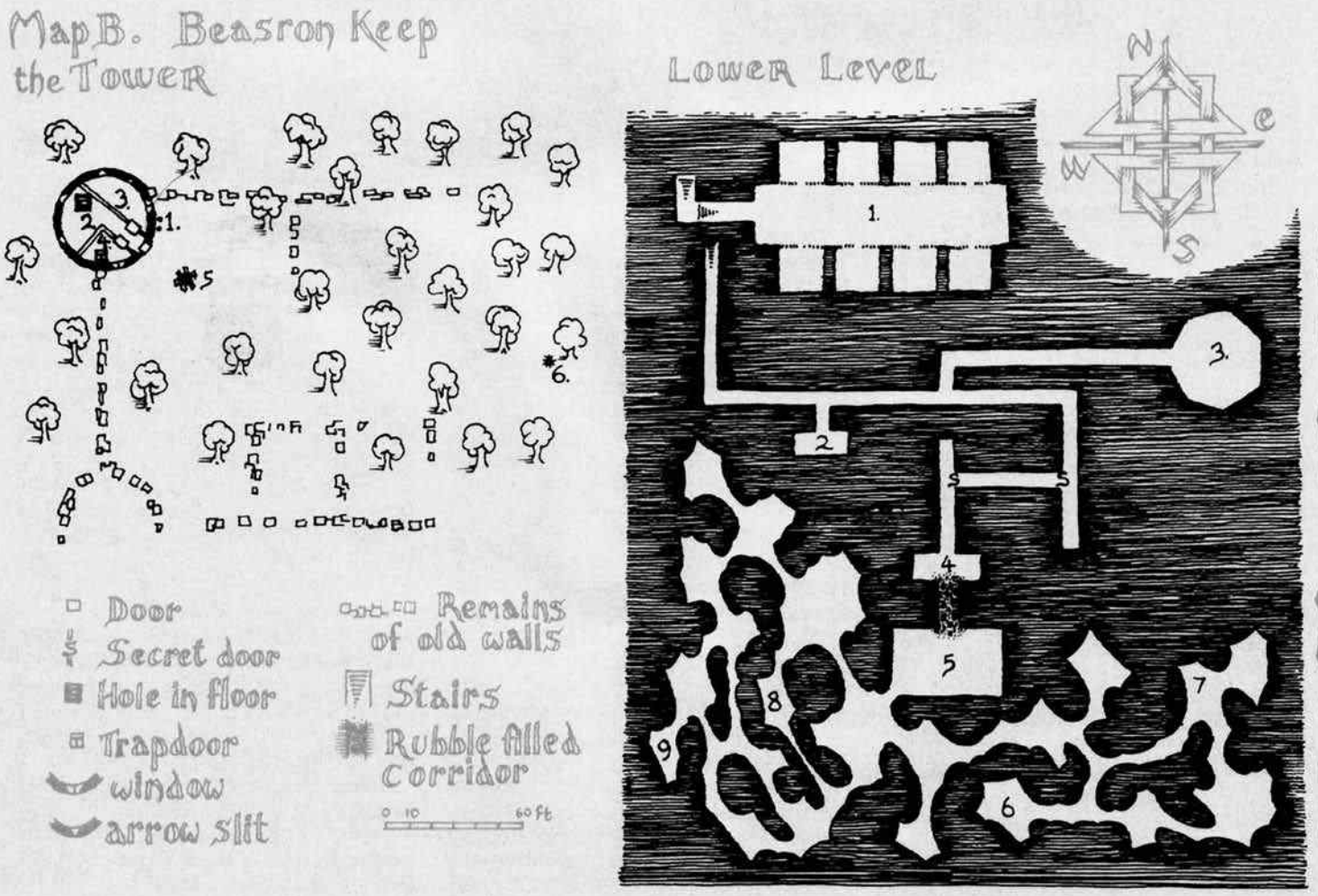
8. In a corner of this cave, there is a leather bracer. The cords which once fastened it have rotted away. It is a bracer of accuracy, and gives its wearer a +1/+5 bonus on combat rolls when using a longbow.

9. This cave contains something which was here before the plague victims. Set into the floor is a metal box, the lid flush with the floor. If it is opened, it sets off a trap. For ROLEMASTER this is a symbol of firebolt (fire law: magician base list), which will do 12 points of fire damage.

For AD&D this is a needle trap causing 10 points of damage if the trap is activated.

The box appears to be empty, but it actually contains an invisible dagger. The dagger is:- for ROLEMASTER, a +5 magical dagger, which is also a +1 spell adder for magicians, and for AD&D, a +1 dagger, which will act like a ring of spell storing, and will store one magic missile.

This adventure continues next issue with Episode 2 of The Black Tower. If you wish to end the adventure here, there are many ways in which you could do this. For example, **Ellbian** could be found gagged and bound in the Keep. Ignore all references to **Kell,** high priest of Zyrgal, and have **Thurgal Garvak** himself as the mastermind behind the caravan raids. The relic could be found amongst his everyday tableware, sold at the 'Black Market,' or he may be trying to coerce Ellbian the Priestess to show him the powers of healing. If you wish to follow through to the awesome climax of **The Black Tower,** you must wait until May for issue # 2 of ADVENTURER.



NPC's and Creatures

The NPC's and creatures are presented here in standard format.

ROLEMASTER format

Name (Level, Concussion hits, Armour type, (defensive bonus), shield type, Attacks), followed by details of any special abilities.

Attacks are given as: 1) Offensive bonus, Maximum size, Attack type or

2) Offensive bonus, weapon type.

Spell lists are given as: Spell list, level useable to, (level known to). The NPC's are given fuller descriptions than the creatures, using the following abbreviations: Co · Constitution, Sd · Self discipline, Ag · Agility, Me · Memory, Re · Reasoning, St · Strength, Qu · Quickness, Pr · Presence, In · Intuition, Em · Empathy, OB · Offensive bonus, AT · Armour type (defensive bonus).

AD&D format

Creatures and NPC's are presented using the following abbreviations: S · Strength, I · Intelligence, W · Wisdom, D · Dexterity, Co · Constitution, Ch · Charisma, HD · Hit dice, HP · hit points, AC · Armour class, d · damage/round, AL · Alignment.

The creatures

Orcs. These are standard orcs.

ROLEMASTER: (level: 3, hits: 45, AT: 1 (—10), +35 broadsword).

AD&D: HD: 1; AC: 6; d: 1-6; AL: LE.

Wild dogs

ROLEMASTER: (Level: 2, hits: 45, AT: 3 (—50), +50 small bite).

AD&D: HD: 1+1; AC: 7; d: 1-4; AL: N.

Small ogre

ROLEMASTER: (Level: 4; hits: 90; AT: 1 (20); +75 medium bash).

AD&D: HD: 4+1; AC: 5; d: 1-10; AL: CE.

Undead

The low level undead encountered in the Shadowed Wood are Class I, created undead in ROLEMASTER, and a mixture of skeletons (80%) and Zombies (20%) in AD&D.

Class 1, created undead (level: 1; hits: 25; AT: (—10); +25 small bash).

Skeleton HD: 1; AC: 7; d: 1-6; AL: N.

Zombie HD: 2; AC: 8; d: 1-8; AL: N. Always attack last in a round.

Plague Zombies

These are undead creatures, who resemble zombies, but who still carry the disease that killed them.

ROLEMASTER: (level: 3; hits: 50; AT: 1 (—20), +40 medium bash). These are **class II undead.** When a character is hit, he or she must resist a 5th level disease, or become infected.

AD&D: HD: 3; AC: 5; d: 2-9; AL: N.

These have the standard undead resistance to mind influencing and affecting spells, but they do not move slowly, unlike normal zombies. When hit, a character must save vs. disease (poison), or become infected.

Characters infected with the disease will begin to feel weak after one day, and will be unable to perform any strenuous activity, like combat, after another three days. After a further week they will be bedridden, and will feel nauseous and disorientated. At this point they must make a further resistance roll/saving throw, at a penalty of —5/—1 per day they survive, or they will die. If the body is not destroyed or cured of the disease, it will rise up as a plague zombie after 3-6 days.

NPC's

Merchants.

These are ordinary humans. They will be carrying various trade items, with a range of values. Each will also have a purse with 20+d10 gold coins.

ROLEMASTER: (level: 0; hits: 15; AT: 1 (—0); +10 dagger).

AD&D: 0 level human; hp: 4; d: 1-4 (dagger); AL varies. They will be accompanied by **fighters,** as guards.

ROLEMASTER: (level 1; hits: 25; AT: (—30); normal shield; +35 broadsword).

AD&D: 1st level fighter; AC: 6 (studded leather, shield); d: 1-8 (longsword).

AL varies, but similar to the merchnt they are guarding.

Guards

Will have 1-20 silver coins each.

LONE TRAVELLER:-

The lone traveller who may be encountered on the road, is a ranger called **Sivarn.** He likes to keep himself to himself, and will not volunteer any personal information. He travels around the land, picking up lots of news. He will not join the party, though he could be used in later adventures to disseminate information to the players.

Rolemaster: 10th. level human Ranger.

Co: 94; Sd: 33; AG: 81; Me: 74; Re: 88; St: 89; Qu: 71; PR: 45; In: 99; Em: 54.

Hits: 92.

AT: 9 (—25); Normal Shield.

Weapons: Broadsword OB +75. Longbow OB +70.

Skills: Climbing +35. Ride Horse +47. Stalk +57. Hide +55. Perception +45.

Spells: Power points per day —40 (X2 channeling spell 1 multiplier). Concussions's Ways 5; Nature's guises 10; Nature's ways 10; Inner Walls 10.

AD&D: 7th. level human Ranger. AL: CG. S: 14; I: 17; W: 15; D: 13; Co: 15; Ch: 10; H.P: 57; AC: 4.

Weapons: Sivarn uses longsword and longbow.

Sivarn carries a +3/+15 longbow, which increases his firing speed, giving him one extra bow shot per round in AD&D, and one round less preperation for the longbow in Rolemaster. In Rolemaster, he also carries a ring which is a X2 Channeling spell multiplier. When encountered, he is 5% likely to have one other magic item, of the GM's choice. He is very fond of the bow, and will not part with it, but might well be persuaded to sell any other item he has picked up.

The Human Herbalist encountered in the Shadowed Wood is searching in the wood for herbs. He will try to avoid attracting the party's attention if possible.

Rolemaster:- 9th. level, human animist.

(Hits: 55; AT: 9 (—20); normal shield; +50 quarterstaff).

Power points per day: 36. All animist base lists 9 (10), Spell defence 9 (10), Barrier Law 9 (10), Creations 9 (10). He is carrying four leaves which will heal 1-10 points if chewed. His staff is a x2 animist spell multiplier.

AD&D: 6th. level; human druid. AL: N; H.P: 33.

AC: 7 (leather armour, shield (wooden)).

Weapons: He carries a quarterstaff and scimitar.

Spells:

level 1. Animal friendship, Entangle, Faerie fire, pass without trace.
level 2. Barkskin, Cure light wounds, Trip.
level 3. Hold animal, Neutralise poison.
level 4. Hallucinatory forest.

He is carrying two potions of healing.

The **human fighters** with Thurgal Garvak's band are mercenaries hired around Coovrail. They are simply in it for the money, and know nothing of the connections with the followers of Zyrgal, god of darkness.

Rolemaster:- Fighters (level: 3; hits: 45; AT: 9 (−20); normal shield; +50 broadsword).

AD&D:- 2nd. level fighters; AC: 5 (scale mail, shield); d: 1-8 (longsword); AL: NE.

Each fighter carries a purse with him, containing 2-8 silver coins.

Thurgal Garvak

Thurgal Garvak is a thief, now working in the employ of **Kell,** high Priest of Zyrgal. He is about 5' 7" tall with a 'devious appearance'. He is slightly paranoid, and in a crowd will be constantly alert, looking over his shoulder as though expecting to be followed. He has a distinctive scar, which runs down the left side of his face, into his unkempt beard. Being of an unscrupulous nature, he would have no second thoughts about escaping combat or of abandoning his companions, should he feel the fight is going against him.

Rolemaster:- 7th. level, human thief. Co: 93; Sd: 27; Ag: 99; Me: 39; Re: 52; St: 85; Qu: 100; Pr: 22; In: 66; Em: 34.
Hits: 53.
AT: 5 (−25).

Weapons: Thrown dagger +74 (+84 with his magical throwing dagger).

Dagger: OB +62. Broadsword: OB +42.

Skills: Climbing: +50; Stalk +20; Disarm trap +38; Hide +25; Pick lock +43; Perception +25.

AD&D: 5th. level, human thief. AL: NE. S: 15; I: 12; W: 8; D: 18; Co: 17; Ch: 9; H.P: 37.

AC: 4 (leather armour, dex. adjustment).

Weapons: longsword and dagger.

Skills: Pick pockets: 60%; Open locks: 57%; Find/remove traps: 45%; Move silently: 50%; Hide In Shadows: 41%; Hear noise: 20%; Climb walls: 90%; Read languages: 25%.

Thurgal Garvak carries with him a longsword/broadsword, three daggers, twelve throwing daggers, and a magical +2/+10 throwing dagger. In his left boot, he has a small pouch containing 2-20 silver coins.

Sou-vaydan, High Priestess of Shayvere

Sou-vaydan is a kindly woman in her late fifties. As a Priestess of Shayvere, goddess of healing, she is devoted to helping the sick and injured. She is, however, well-versed in the ways of the world, and can not be easily fooled. She has been High Priestess at Kavank for three and a half years, and is well liked by the other priestesses.

Rolemaster: 17th. level, human cleric. Co: 93; Sd: 92; Ag: 80; Me: 79; Re: 59; St: 77; Qu: 60; PR: 43; In: 101; Em: 79.
Hits: 97.
At: 1 (−20).

Weapons: Quarterstaff OB+78 (magical bonus included).

Skills: Climbing +40; Ride Horse +40; Swim +35; disarm trap +10; Stalk +40; Hide +40; Perception +35; Runes +77; Staves and wands +77; Channeling +115.

Spells: Power Points per day: 153. Channels 17 (20); Summons 17 (20); Communal ways 17 (20); Life mastery 17 (20); Protections 17 (20); Repulsions 17 (20); Concussion's ways 17 (20); Purifications 17 (20); Bone law 10; Muscle law 10; Organ law 10; Creations 10; Lore 10.

AD&D: 12th. level, human cleric. AL: LG; S: 14; I: 12; W: 18; D: 15; Co: 17; Ch: 13; H.P: 85.

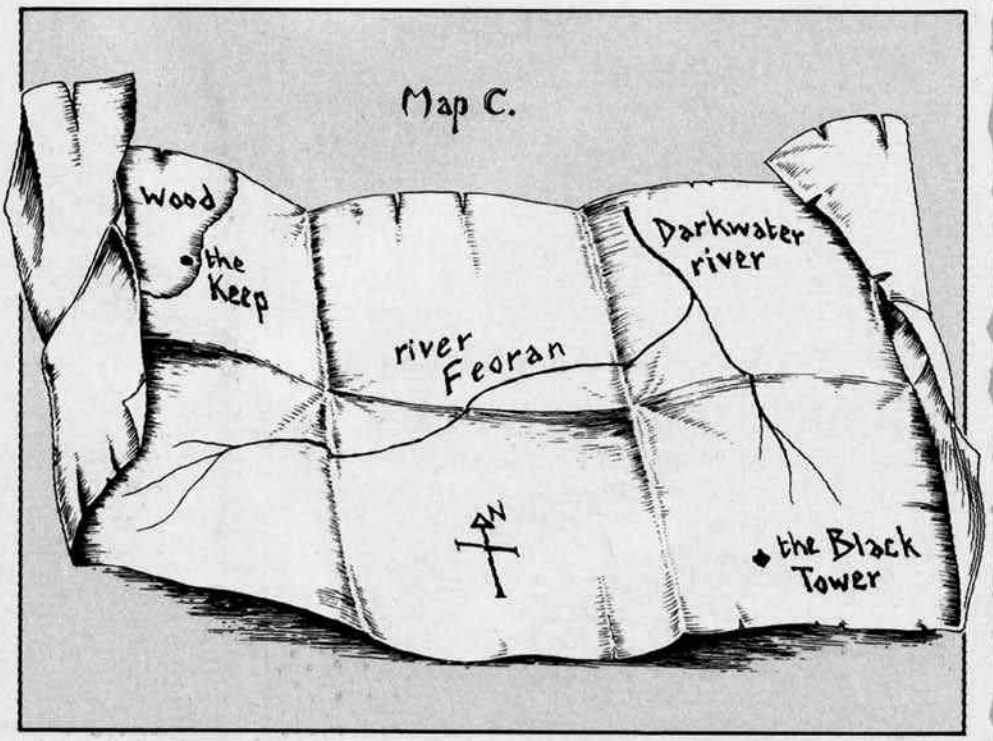
AC: 5 (dex, adjustment, cloak).

Weapons: Quarterstaff.

Spells:

level 1. Cure light wounds (x5); light; Remove fear; resist cold.
level 2. Hold person (x3); Know alignment; resist fire; Slow poison (x2).
level 3. Continual light; Cure blindness; Cure disease; dispel magic (x2); Remove curse.
level 4. Cure serious wounds; Exorcise; Neutralise poison (x2).
level 5. Cure critical wounds; Raise dead.
level 6. Heal (x2).

Sou-vaydan has a +2/+10 magical quarterstaff, though she will never strike first, and will avoid combat where any other solution is possible. In Rolemaster, she wears a platinum ring, set with a fire opel, which is a x3 channeling spell multiplier. She also wears cream coloured robes, which give +20 defence. In AD&D, she wears a +4 cloak of protection, and has a staff of healing, with 15 charges. She also owns two scrolls: one with cure serious wounds (x3), and the other with prayer (x2) and dispel evil.



HÂRN

Hârn is part of a continuing series of fantasy role-playing aids. Considerable effort has gone into creating this detailed, logical, and consistent fantasy world; an authentic 'Medieval' environment of unsurpassed quality, specifically designed for fantasy gaming.
Hârn is compatible with any rule system you may now use. You can now create and plan your campaigns, quests and adventures within a complex and realistic background, confident that this world will unfold as it should.

HARN MASTER MODULE **£13.95**
CITIES OF HÂRN **£8.50**
GODS OF HÂRN **£8.50**

IVINIA

Ivinia introduces a 'Viking' element into campaigns and is fully compatible with all modules.

IVINIA **£13.95**

ENCYCLOPEDIA HARNICA

An ongoing series of modules for Hârn in a well organised, expandable format. Each contains two beautifully detailed colour plates as well as interior plans, charts, illustrations and articles on Hârnic subjects ranging from castles and adventure sites to feudal economics and unique creatures.

ENCYCLOPEDIA HARNICA 5-16 **£3.95** each

KINGDOM MODULES

The latest releases which complement the Harnicas, containing new and out of print information. The first three are:

RETHEM **£9.95** ORBAAL **£9.95**
CHYBISA **£9.95**

Trade enquiries to:

GAMES OF LIVERPOOL
89 Victoria Street, Liverpool L1 6DG.
Telephone: 051-236 2605

The COMPLETE

Temple of Games for London and the Home Counties

LEISURE GAMES

AT

91 BALLARDS LANE
FINCHLEY, N3
01-346 2327

(Just 3 minutes walk from FINCHLEY CENTRAL UNDERGROUND)

OPEN 6 DAYS A WEEK 9.30am-6.00pm (SAT – 5.30pm)

FULL RANGES OF: AVALON HILL, BEAST, CITADEL, COLUMBIA, FGU, GRENADIER, GDW, JUDGE'S GUILD, MAYFAIR, PACE-SETTER, PRINCE AUGUST, SLEUTH, STANDARD, TSR, TORCHLIGHT, VICTORY, – and much, much more – TRY US!!

Fantasy Art

DON'T DELAY SEND OFF NOW FOR THIS UNIQUE OFFER.

FANTASY ART PACK CONTAINS:

1 set of 4 S/F Limited Edition Black & White prints A4 Size
1 set S/F & Fantasy Stationery 8 different designs
1 Grakon Poster Black on Red A4 Size
1 Entry Form for the Grakon Competition
ONLY £1.50 complete includes P/P

Send cheque or postal order to
ROGER WARING. R.W. GRAPHICS
31 Ballynahinch Road. Carryduff. Belfast
BT8 8EN Northern Ireland.

THE PARADE GROUND

1 WELLINGTON ROAD, HORSHAM, W. SUSSEX.
RH 12 1DD. TEL: (0403) 40484

Stockists of: CITADEL, GRENADIER, FINE ARTS (DR. WHO), CORVUS, BRITANNIA, JACOBITE, 1/300 MODERN, NAVWAR, IRREGULAR, FANTASY AND HISTORICAL GAMES, PAINTS, BRUSHES, RULES, MAGAZINES, OSPREY BOOKS, GALLIA TERRAIN.
MAIL ORDER WELCOME.

OPEN:
Tues-Thur 11.00am-6.00pm
Fri 11.00am-5.30pm
Sat 10.00am-5.00pm

Now See Us at Shows with the Corvus Trade Stand

NEW + USED FANTASY + SCIENCE FICTION BOOKS + GAMES.
FANZINES
(SAE for our mail order list/zine).
FIGURE PAINTING
BSFA + CLUB DISCOUNTS

SPACE ODDITIES

ODDITIES MARKET
72 73 CHALK FARM ROAD. LONDON.
TEL: 01-267 1666 and 01-809 1406 (Evenings)
Open Tues to Sun 10am - 6pm.

GAMES WORLD

A New Power arises in West London

Behold the glittering treasures
— held at Games World —

TSR * FANTASY GAMES
ESSEX * AVALON HILL
CITADEL * TORCHLIGHT
ASGARD * VICTORY
TABLETOP * GALLIA
METAL MAGIC * G.D.W
STANDARD GAMES * I.C.E.

— AND MORE & MORE —

Club discounts available to large bands of Adventurers
Mail Order Welcome Post Free over £4.50
Access & Barclaycard - Phone 01-741 4467

GAMES WORLD
129 KING STREET, HAMMERSMITH
LONDON W6 9JG PHONE 01-741 4467
NEAREST TUBE HAMMERSMITH LATE OPENING THURSDAY TILL 8pm

TUNNELS AND TROLLS

THE ORIGINAL SOLO FANTASY GAME - NOW IN PAPERBACK!

AVAILABLE APRIL 4TH:

TUNNELS AND TROLLS RULE BOOK	£2.95
CITY OF TERRORS+RULE BOOK	£3.95
AMULET OF THE SALKTI/ARENA OF KHAZAN	£2.50
CAPTIF D'YVOIRE/BEYOND THE SILVERED PANE	£2.50
NAKED DOOM/DEATHTRAP EQUALIZER	£2.50

NEW! FROM CHRIS HARVEY GAMES

TIME & TIME AGAIN
£5.95
From the producers of The Morrow Project, a superb new time travel R.P.G. Journey into the past with the Bureau of Temporal Affairs!

BEHIND ENEMY LINES
£15.95
Join the infantry in the trenches with this World War II Role Playing Game

OTHER POPULAR GAMES:

The Morrow Project	£5.95
Role Playing Supplement	£4.50
Shield	£3.50
Group Adventures:	
Liberation at Riverton	£5.50
Operation Lucifer	£5.50
The Starnaman Incident	£5.50
Damocles	£5.50
Ruins of Chicago	£5.50
Operation Lonestar (NEW)	£5.50

THE SUPER HERO ROLE PLAYING GAME

Champions	£14.95
Champions II	£8.95
Champions III	£8.95

GROUP ADVENTURES:

Deathstroke	£5.50
Escape From Stronghold	£5.50
Island of Dr. Destroyer +Screen	£4.95
Great Supervillain Cont.	£5.50
Organisation Book II (NEW)	£5.50

COMPANIONS RANGE:
Scenarios for use with all fantasy R.P.G's

Curse on Hareth	£9.95
Plague of Terror	£6.95
Brotherhood of Bolt	£6.95
Streets of Gems	£6.95
Cards of Power	£6.95

AVAILABLE FROM YOUR LOCAL GAMES SHOP OR BY POST FROM CHRIS HARVEY GAMES
TRADE ENQUIRIES WELCOME

CHRIS HARVEY GAMES

P.O. BOX 100, BATH STREET
WALSALL, W. MIDLANDS.

DRAGON LORDS™ £6.75

2001 Wizards-Masters of Sorcery
2005 Fighting Men - The Warriors
2006 Specialists - The Skilled Ones
2008 Thieves Den
2009 Wizards Chamber
2010 Horrors of the Marsh
2011 Orcs of the Severed Hand
2012 Subterranean Terrors
2013 Adventurers of the Golden Quest
2014 Folklore, Creatures of the Night
2015 Dragon Killers
2016 Magic Users
2018 Female Adventurers
2019 Royal Guardsmen of the Undead Legion

DRAGON OF THE MONTH™ £6.75

2501 Black Dragon
2502 Red Dragon
2503 White Dragon
2504 Brass Dragon
2505 Green Dragon
2506 Silver Dragon
2507 Blue Dragon
2508 Copper Dragon
2509 Bronze Dragon
2510 Gold Dragon
2511 Platinum Dragon
2512 Spectral Dragon
2513 Sea Dragon
2514 Dragonlisk
2515 Iron Dragon
2516 Chaos Dragon
2517 Shire Dragon
2518 Swamp Dragon
2519 Frost Dragon
2520 Wyvern Dragon

GIANT'S CLUB™ £6.75

3501 Fire Giant
3502 Stone Giant
3503 Frost Giants
3504 Forest Giant
3505 Hill Giants
3506 Chaos Giant

CHILL™ £9.75

8501 Nightmares

TRAVELLER™ £9.75

1001 Imperial Marines
1002 Adventurers
1003 Alien Animals
1004 Alien Mercenaries

FANTASY LORDS™ £9.75

6001 Dragon of the Emerald idol
6002 Skeletons-Raiders of the Undead
6003 Elves of the Silvan Brotherhood
6004 Monsters of Mythology
6005 Knights, Fighters & Men At Arms
6006 Demons
6007 Dungeon Raiders
6008 Fantasy Knights

MASTERPIECE EDITIONS™ £9.75

*(UK edition £5.95)

5501 War Mammoth*
5502 Death Dragon
5503 War Chariot

Includes Mounted Standard-Bearer

European Distribution by:

GAMES OF LIVERPOOL
89 Victoria Street, Liverpool, L1 6DG, England.

CITADEL
Mühlendamm 41-43, 2000 Hamburg 76, W.Germany.

TARGET GAMES
Frihamnen, S-100 56 Stockholm, Sweden.

JEUX DESCARTES
5, Rue de la Baume, 75008 Paris, France.

Grenadier Models Inc.™

SHOPWINDOW

A VIEW TO A KILL (£7.80) Published by VICTORY GAMES. PHYSICAL: Sturdy flat box with lid, in full colour. Contains one booklet, one Gamesmaster Screen, one envelope with eight full-colour mission sheets.

If James Bond 007 RPG needed another scenario then this would be it. 004 has gone missing in Siberia, and with him, the revolutionary EMP microchip! A Q branch mini-sub. is available to the players, along with 'snow scooters', echo tracers and MP5 submachine guns (well done Q branch!). The GM is briefed, and a schedule is given, to somewhat steer the actions of the P.C.'s. Eleven NPC's are then detailed, including the infamous Max Zorin (whose designs to destroy Silicon Valley would leave him master of a vast empire of microchip technology) and the amorous, animalistic May Day (!). The Siberian environment may cause some problems to players not accustomed to taking precautions, or of weak constitution. If they master the environment successfully, there is still the KGB of course, in hot pursuit of the PC's. Eventually, players discover that 004 has had his chips! This should spur them onward, to rendezvous with the mini-sub. This will lead the players onto briefing#2, and then the mystery deepens...Paris is the next stop of the tour, followed by a trip to an oil well site in San Francisco Bay. If my resumé of this globe-trotting adventure whets your appetite for further adventure, then A View To A Kill is the name to ask for.

GODS OF GLORANTHA (£15.95) Published by AVALON-HILL. PHYSICAL: Sturdy half-size box with colourful cover, titled on each side. Informative box-bottom. Contains two booklets of mono and two booklets green/grey. Also contains Avalon-Hill U.S. catalogue.

This Fifth (and most awaited) accessory for Runequest III contains 60 (count them!) religions for Runequest. The first booklet, WHAT THE PRIESTS SAY (20 pages), offers a potted philosophy for various religions concerning Creation, death, life, magic, other powers and deities. It offers a rationale for the religions, their attitudes towards opposing gods, and the reasons for their enmity/neutrality or affiliations. It also shows the referee what these religions offer in terms of counsel, advice, indoctrination, making the whole religious system more 'realistic' and sets the right 'mood' for a decent game of Runequest. THE CULTS BOOK (84 pages) lists cults, spells and skills in an index format. Then, a cartography of Glorantha is detailed, along with a major dateline of events in history. Major Pantheons are then detailed historically and their geographical influences are determined. Explanations on cult hierarchy follow, leading on to the major section: THE CULTS. This section illustrates each cult individually, as per Cults Of Terror/Cults Of Prax. A lot of space has been saved by printing common elements in the UNIVERSAL CULT FORMAT section, and this makes the cult section easier to read and to utilise. Special cult skills are highlighted here, eg. EROTOCOMATOSE LUCIDITY, a Ulerian Divine spell of remarkable consequences! (say no more!).

PROSOPAEDIA (20 pages) is the title of the third booklet, and is a glossary of Who's Who among Gloranthan Gods and Goddesses. An A-Z format gives a succinct and concise account of each Pantheon, their physical representation, associated imagery and runes, and possible abodes. A cross-reference system may have been a useful feature here, to refer the reader to the relevant cults page. (My only criticism so far).

Finally, the GLORANTHAN CALENDAR (12 pages) is a novel, attractive and rather useful feature that allows the referee to keep track of Holy Days, High Holy Days, Game-time and 1001 other uses. It also looks nice when pinned on the wall.

If you possess a copy of Runequest III, then I'm sorry to tell you that this is a 'must', especially for those of you wishing to base your game on Glorantha (and let's face it, who doesn't?). Still, at £15.95, there's an awful lot of reading/reference material there, and it's the sort of stuff that makes Runequest what it is.

Oh, if you have Cults Of Terror and Cults Of Prax, you will still want Gods Of Glorantha, on account of the wealth of material offered, and the 'extra' deities detailed therein. Don't worry, though, because both 'Cults' books are worth a fortune on the second-hand market (if you can bear to part with such sought after volumes that is!!).

The holiest day of the year for all Aldryami (elves and elf-kind) is Flamal's Day (Waterday of Fertility Week in Sea Season). On this day all elves rejoice in the power of life, and come to full awakening after the long sleep of winter. A dryad is illustrated above, bursting from her sacred tree to revel in the life-giving sun.

SEND IN THE CLONES (£6.95) (A scenario for PARANOIA) Published by WEST END GAMES.

On the original introduction and errata sheet, the first thing that a PARANOIA buyer saw as he opened the box, stated that this was going to be an adventure for Security Clearance GREEN characters. It's actually for a mixture of RED to YELLOW level characters. The implication is obvious: no PCs should ever be allowed to reach Security Clearance GREEN.

For your money you get a 48 page booklet with an unattached cardboard cover with GM's information on it. The booklet is divided as usual into three sections, each covering one part of the mission. Remember the movie WESTWORLD? Well, it's a bit like that. Instead of Westworld, Romanworld, and Medievalworld, we have Sewerworld, Bureaucracyworld and Entertainmentworld; Yul Brynner is played by a half-ton comedian (no, not Bernard Manning) and the fatality rate is roughly similar to that in the movie. Any similarity ends there, apart from the Hollywood connection. In the Scenario, someone has been singing traitorous songs over the Alpha Complex P.A. system and the Troubleshooters have to find and terminate the offender. But what has this to do with Teela O'Malley the video superstar, TV gameshows, rampant bureaucracies and a dangerous mind-altering drug known only as co-cola? Why are all the PCs trying to kill each other? And where does this half-ton comedian fit into it all? The PCs, aided and abetted by the latest devices from R & D, muddle through the scenario meeting all the above obstacles and more, and might, if they're lucky, survive.

Like all PARANOIA scenarios, "Send In The Clones" is well presented with humorous artwork and is very amusing to read, but to GM it properly takes great skill. Inexperienced GMs may well break the continuity of play by searching through the scenario for a particular reference and it is very easy to lose track of who is currently trying to kill who within the party. The GM also tends to enjoy the game more than the players; especially if they're the kind of people who get deeply attached to their characters, in which case it's probably a better idea to stick to AD&D or Traveller. However, for experienced PARANOIA GMS "Send In The Clones" is a good package, and I would have no hesitation in recommending it completely if it were not for the price. £6.95 for 48 pages is extremely expensive, even for a US import with a colour cover, and a fortune awaits the person who can produce a range of quality role-playing products at realistic prices.

JAMES WALLIS.

ALONE AGAINST THE WENDIGO (£10.95) Published by CHAOSIUM. As any CALL OF CTHULHU player should know, all Chaosium products are of a similar appearance and quality. Alone In The Wendy-House (sic) is no different. What is different, however, is the fact that this is a SOLO adventure (Hooray! I hear all frustrated referees shout). The adventure consists of over 650 numbered paragraphs, each of which directs you to a different paragraph, similar to the fighting quest books. In it, you assume the role of the much-celebrated anthropologist, Dr. Nadelmann, assisted by a local Indian guide and three of your best graduates from Miskatonic U. Character sheets are provided on the inside pages for Dr. Nadelmann, with the option to play the good doctor as either a man or a woman, for which seperate sheets are included. Skill allocation is left up to the player, however, and of the 390 points available, at least 40 must go towards the Dr,'s anthropology score. Many skill options are not included, as the designer (Glenn Rahman) decided that they were unnecessary to complete this adventure. From my experience at playing it, you need this kind of assistance! On with the plot!

You have long been fascinated by the prehistory of North America, particularly the Big Woods of the North...You have chosen to explore the valley of the North Hanninah ("the river of magic power"), said to be haunted by invisible presences and mysterious headhunters...

An interesting feature of this adventure is that, whilst acquiring the odd Cthulhu Mythos points, you are endeavouring to discover as much about the N. Hanninah as possible, represented by Hanninah Mythos (HM) points. These are awarded at the end of each paragraph, depending upon the occurence of mysterious events or findings. Arriving at Ft. McDonald, your only refuge amidst thousands of square miles of mountains, lakes, taiga and swamp, you discover that the Indian guides are reluctant to venture into the valley. You locate a tough half-breed desperate enough to act as your guide, and your adventure begins.

Beset with mishap, misfortune or disaster from the start, you will need skill and luck to survive this adventure. Two failed skill rolls could result in the death of the whole party by the 4th. paragraph, whilst a few more failed rolls could end up with the loss of the party, and with Dr. Nadelmann discredited, imprisoned and hated. All this without so much as an encounter with a wild animal!! As you can guess, it's a good thing that Dr. Nadelmann is used in the scenario, as I don't think many players would appreciate losing a well-loved character in a mere battle with the forces of nature. One good thing, however, these mishaps and misadventures help to create an excellent mood of reality: you really feel as though you're on a wooden raft in the midst of the wilds, where every wrong move could spell disaster for you and the party.

As you search for evidence of peculiar flora and fauna with which to verify your claims concerning **Nadelmann's Lost Land,** you are besieged by many natural dangers. These range from stampeding grazing beasts representing antecedents of the horse, camel, antelope and elephant, to an attack by dire wolves and the malevolence of tribal pigmies and the legendary sasquatch! Of course, there are also Supernatural presences such as the soul-destroying Wendigo himself. Blend in a few Cthulhoid ingredients (visions of great Ithaqua, tentacled, pinkish lizard crustaceans (Mi-go to you and I), and many unnamed horrors), and you're bound to have a recipe for excitement straight out of H. G. Wells. I'm surprised that I didn't encounter any form of aggressive vegetation in the scenario.

Although returning to civilization alive may be considered partial success, to achieve maximum success in this adventure, you need to fulfil several criterior; each member of the party should survive and return home, you should possess a map of the Golden Ledge, a head-trophy of the Sasquatch, physical evidence of the existence of supposedly extinct animal and plant life and to have defeated the Wendigo in combat. Personally, I doubt whether anybody will fulfil all of the above without back-tracking and making alternative decisions. Perhaps that is why Chaosium have thoughtfully provided an 'escape route' in the form of a series of trace numbers at the bottom of each paragraph, showing where you could have come from to get to that section. Another interesting sales feature about **Wendigo** is that, despite being solitaire, it is large enough to justify several attempts at it. There are many sub-plots and outcomes to ensure that you don't 'memorize' the route, and besides, due to the strong requirement for successful skill or luck rolls, you can't always choose the direction you want to take. The scenario allows for re-plays by allowing you to run a successive number of Dr. Nadelmanns; each time you begin again, you must re-allocate the Doctor's skill points. The relative victory of each Nadelmann is measured ultimately by the number of Hanninah Points he has at the end of his adventure. Should he survive, then he should be allowed to set off again, with the same skill points, HM points, and renewed vigor, sanity and constitution. Otherwise, subsequent doctors are only credited with 1/5 of the previous doctor's HM points. Of course, the extra knowledge of the scenario gained by the player can be representative of the extra knowledge of the Hanninah filtering back from successive parties of explorers. HM points can total more than 100, as there is no maximum limit to what can be learned about the Hanninah. There is also the option of allowing existing PC's to attempt the scenario in the Doctor's place, though the only real advantage to the scenario is that HM points may be accumulated, all but worthless in any campaign game or subsequent adventure.

Alone against the Wendigo is an easy solitaire to play, assisted greatly by design which informs players when to apply the effects of healing, when to check for losses in SAN, and hinting at when rests should be taken. There are no irrational random events to frustrate the players, as with less complex solitaires where often the roll of a D6 can lead to instant death! The only error I could find was one bug in the programmed sequence, ie. location 193 seems to direct the player to an irrelevant paragraph, thereby ending the adventure prematurely. That only occurs, however, if the successful use of a skill results. I suggest players ignore this statement and conceive that the skill was not attempted. This does fit in with the plot and is of no great consequence. (If any readers' wish to supply another answer to this problem, please let us know). In conclusion, despite what could be considered a large price tag for a solo adventure, it can be used over again and then possibly modified to be run as a group adventure, making it worth adding to your collection of Cthulhu regalia.

FLUFFY QUEST ($4.95) Bad Dog Publications. As far as I know, this **'Generic Adventure for Fantasy Role-Playing systems'** is not yet available in the U.K. It's physical appearance is similar to a fanzine, or the old-style Tunnels and Trolls adventures. Fluffy Quest is designed for a party of 'five to six players of fifth plateaus of accomplishment', enticing the party to search for the beloved pet dog of the title, FLUFFY. She belongs to the major's daughter, and a great reward is offered as incentive (would you believe a free puppy-dog??!). This adventure is of the silly school, and is more in tune with a Scooby-Doo cartoon than a serious RPG scenario. It feels somewhat like a T&T adventure, due to the mystical way in which the players' magic abilities are lost, and replaced by a new form of REVISED MAGIC. Such artefacts as **'ELVIS BOOTS',** which double the wearer's sex appeal and movement rate, are offered, alongside peculiar spells such as **magic mouse** and **wall of frogs,** most of which seem to effect or involve animals. Encounters with a societal **PINK DRAGON** drinking tea and breathing flowers, giant were-turtles and the maniacal three stooges contribute to the overall 'silliness' of this game, and probably help to make it a good-fun scenario after a visit to the student bar. Oh, did I forget to mention the dreaded LACKEYS in their bedsheets shouting "BOO!"? Perhaps I did. Anyway, the real objective of this scenario is to find and retrieve Fluffy (isn't it?), and the players are beset with a number of possibilities regarding her fate: Was she baked in the Stooges' pie? Does THE PHANTOM have her for extortion purposes? Is she a DEAD DOG or a HOT DOG? Or, in old-fashioned GOODIES' tradition, has fluffy been mutated to a giant snarling monster?

If Fluffy Quest is ever imported into this country, it would be a good buy for under £2, but with the dollar price of $4.95, I doubt whether it will ever hit the shelves.

SUPER-POWER (£10.95) by Games Workshop.

This "Game of global exploitation" entails the imposition, by 'Super powers' or players, of economic and military influence upon a selection of third world states, ranging from El Salvador to India. As one might imagine, these coups d'etat are damaging in terms of world opinion for the player, who may use propoganda to justify his actions or to condemn others. This should avoid losing (or force others to lose) world opinion cards, the 'currency' of the game. Other actions progressively more costly in terms of world opinion are; **military response** (instigated by one super power when another has just ousted her from a banana republic or oil fief), **fortification** of territory and **invasion.**

The latter costs a grand total of 4 world opinion cards and is highly likely to result in a propoganda battle. This is where propoganda cards are decisively bid or hesitantly bartered for while the player concerned decides who to curry favour with. Loss of world opinion is a serious matter, as a super power with no world opinion cards bows out for 3 tuns. In this game, that is not enough time to make a drink, as it turns around very quickly for the most part; the offending nation is back dominating foreigners in no time, with world opion cards gratuitously awarded; presumably for not destroying anywhere for a short while.

In the case of **military response** and **invasion**, a certain amount of strategy must be employed. Each of the 48 states has a victory point value and a military rating, the former rendering it more or less worthwhile taking, and the latter effecting the difficulty with which it may be subdued.

The board is a 4-piece jig-map bearing four regions; Middle East, Asia, Latin America and Africa. The players must travel around this by the throw of a dice, following directional arrows (which could be clearer) and landing upon disc-bearing symbols to represent actions that the player must attempt if possible. For the most part, these are inscribed with dollar signs and tanks (indicating economic or military intervention). Others indicate revolution, guerilla warfare, diplomacy, world opionion or propoganda.

The most obvious criticism is the 'fiddly' tokens, comprising lots of tiny plastic dollar signs, tanks and forts. Children find them temptingly like sweeties, and fumbling old wrinklies have trouble seeing them, let alone picking them up. Over all, the production is good and the board fits together well; tasteful colours and clear printing make it an attractive game to look at, and everyone gets a giggle over the diplomat playing pieces.

The rules might be simplified, as at first I found them difficult to understand. After a bit of re-reading they produced a speedy game with a fair amount of player interaction, of roughly equivalent complexity to Risk or Talisman. The **'aged 12 to adult'** instructions on the side of the box unduly limits the potential players.

I feel that Superpower doesn't impart any moral message. It is not readily apparent to the players/superpowers that they are exploiting anyone; They are simply shifting from economic to military involvement in distant territories, eventually fortifying these as impregnable strongholds and invading desirable real estate whenever strong enough. In that, it is ironically true-to-life. Similarly analogous is the value of propoganda and diplomacy. Diplomacy really plays a part in multi-power games, where alliances may be struck up; propoganda is very effective in the polarity of the two-power game; ie. given enough cards you can get away with whatever you like.

The best thing about Superpower is the ease of play (once the rules have been mastered), as it can be set up readily and completed in a couple of hours. The players have the option of prolonging the game if they wish, by not taking the final third world card or forcing one to be returned to stock. The worst thing is that it is anticlimatic in that the winner is decided by totalling the points awarded to each player for their countries, bonuses for regions, etc. There is no "grand slam" effect or atmosphere of world domination. Tweezers could also be included for the benefit of the old wrinklies like me. **ROBIN PARRY.**

TIME & TIME AGAIN (£5.95) by Timeline Ltd.

Chris Harvey Games have introduced a time-travel role-playing game onto the market: **TIME & TIME AGAIN** consists of two rule books. The first of these is a 52-page booklet with a blue-grey card cover. It details "the phenomenon of temporal translation, or time travel if you will." A highly technical reference manual, it considers the Laws of Thermodynamics, the World Government, the Bureau of Temporal Affairs (a militaristic governing body responsible for the organisation of time travel expeditions), the rules system itself (complete with a highly detailed hit location chart), skill acquisition, professions, combat and damage, training, mounted combat, and capsule scenarios, Book 2 covers climate, terrain and map-making, animals and their importance, money and trade, technology, transport via land and water, languages, government and politics, ethics and etiquette, play of the game and notes from the designer. All this is contained in a 48-page booklet that considers the theory, practice and associated problems with each category. A booklet containing various combat tables, a character sheet and Blood Point loss is also provided, alongside 3 mini-scenarios; one in Ancient Egypt, one set in 1964 relating to the Siege of Saigon and a third set in pre-christianity Sweden!

Overview: For £5.95, there is a lot of reading material. It is organised, highly technical stuff that requires a lot of dedication on the part of the players and the GM. A historical interest is encouraged in order to play effectively, as TIME & TIME AGAIN is aimed at those gamers who are sticklers for accuracy. Formulas. charts and tables abound in this fantasy/historical RPG. To be critical, the appearance leaves a lot to be desired; the text is often monotonous to read, the illustrations a bit bland, and the covers do little to enhance the presentation. To be fair, though, this is an 'inexpensive' game system, stripped of unnecessary peripherals. It may just take off in a big way, but the only way it can do so is by reputation and promotion. **STREET VINCENT.**

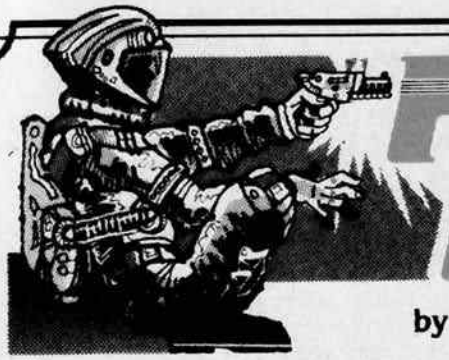
Virgin

GAMES CENTRES

VIRGIN can offer you amazing games

At the **Virgin Games Centres** we've gone to great lengths to bring you the best. We've travelled the entire planet in order to acquire the widest possible range of **games**... Science Fiction, Fantasy, Role Playing, War, Fighting Fantasy **plus**... Books, Magazines, Miniatures, Paints, Dice, Model Robots and accessories.
Everything you could want – and a host of games you never knew existed plus knowledgeable staff to act as **your** guides.

ABERDEEN 172 Union Street ■ BIRMINGHAM 98 Corporation Street
BRIGHTON 157/161 Western Road ■ BRISTOL 18 Merchant Street
BROMLEY 140/144 High Street (in Burton Menswear)
GLASGOW 28/32 Union Street ■ LEEDS 94/96 Briggate
PLYMOUTH 105 Armada Way and ■ LONDON 100 Oxford Street W1



FIGURES FRONT

by Martyn Tetlow and Will Hannah

The worlds of fantasy and science fiction allow modellers the freedom they desire to unleash their creative imagination. When modelling Napoleon or A.N. Other historical character, we must refer to history books in order to make an authentic likeness, and we are restricted by what we find there. However, when modelling xxthlandu III, Emperor of The Sprawling Grunwz Chain of The Andromeda System (Who?-Ed.), we are limited only by our imaginations and modelling skills. Only the modeller knows what the character looks like - until the model is complete. With fantasy, it is only when dealing with a well documented fictional character such as Gandalf or Han Solo that any real restrictions are imposed.

Many figures and accessories are now commercially available and the number of people collecting them is rising all the time. Some are inspired by favourite authors, artists, films etc; others simply because they like the models.

Miniatures are bought to be used in wargames, role playing games or simply to be collected (many people of course using them for all three purposes). In general, figures bought for just one of the above reasons are presented differently; those for wargames are based in units to be manoeuvred on a battlefield; those for role playing games are based individually; those for a collection are often displayed mounted in scenes involving various figures and pieces of scenery, depicting a particular event (these scenes are normally refered to as **dioramas**). In future issues, we will be discussing and showing models from all three of these categories.

We will be concerned mostly with commercially made figures which are readily available over the counter or by mail order.

When miniatures for fantasy and science fiction games first appeared on the market they were very few and far between and to be brutally honest (and I think even the figure manufacturers themselves would agree with this), were rather crude and left a lot to be desired. Over the years, both the quantity and the quality of figures available has soared way above the expectations of collectors and designers. Many 25mm figures available today display the kind of intricate attention to detail which would have been rarely seen even in figures of a much larger scale. I feel that we owe it to the figure sculptors who design these miniature works of art, to paint and present them with an equal amount of consideration. Hopefully, some of the modelling tips that we will be giving in this magazine will help readers to do just that.

Starting with ADVENTURER # 2, we will be featuring different figure manufacturer each issue, telling you a little about the company, their plans for the future, and their products. We will paint and display a selection of their figures as example's of what they offer. Don't worry, we will be dealing with the smaller, lesser known companies as well as the established giants. Hopefully, in this way, we will be able to illustrate the wealth of models that are currently available.

UP FRONT:

This issue, we shall be looking at figure preparation, one of the most important stages in the whole process of figure painting; if you're neglectful in this stage then the whole effect will be unsatisfactory.

STEP 1: Removing unwanted lead.
Flash (protrusions and slivers of unwanted lead), mould marks and uneven bases are three manufacturing faults that can easily be rectified with gentle filing and careful scraping with a craft knife. A little practice should enable you to perform this operation without removing the tops of your own fingers!

STEP 2: Washing The Figure.
You will need to wash your figure to remove unwanted grease and other foreign matters, else a poor paint adhesion will ensue. I find the best way to do this is to bathe the figure in a warm water/washing-liquid solution, and gently scrub with an old toothbrush. Rinse the figure and leave it to dry.

STEP 3: Mounting the figure.
This stage ensures that you don't put the grease that you've just cleaned off, back onto the figure. It also provides a more stable and more comfortable hold, thus limiting the possibility of the dreaded CRAMP ATTACK! I find an old liquid glue bottle with foam attached for extra comfort, is perfect for this job. The miniature is then glued on top using a rubber solution adhesive (Bostick or similar). This should hold the figure steady until completed, but Blue-Tack is adequate if no glue is available.

STEP 4: Undercoating.
This is a very crucial stage in the process. Never put a very thick coat on, or much of the detail will be obliterated. Two thin coats are better than one thick one, so thin it down well! Two parts thinner to one part paint is the minimum amount of thinning, allowing the paint to run into the grooves and recesses of the figure.

The undercoat colour doesn't really matter; white, black, grey and flesh are O.K. Avoid using colours that will show through the top coat of paint. Miniature Paints' METAL PRIMER is a useful material. It is a grey, viscous material that has been 'chemically developed to adhere to lead'. Let this dry for 24 hours, then on to the hard bit! (Also the most fun).

BACK TO FRONT:

It seems a good idea to devote a certain amount of space to solving problems that readers may have in relation to miniature figure painting and modelling. Although a great deal has been written about various painting techniques, etc, people (particularly those new to the hobby) are constantly asking us how to achieve specific effects, or how to approach an especially tricky figure. We are not claiming that we know all there is to know about the subject (well, actually we are but no one believes us!), but we should be able to put our years of experience, and that's more years than we care to remember, to some use by giving you a helping hand.

Starting next issue, you will be confronted with something along the lines of the legendary Ms. Proops' Agony Aunt column, where we will answer readers' letters. Hopefully, with a little relevant guidance, we will have you all painting like Michelangelo (Michael who?) in no time. On the other hand, if any of you have any helpful advice to share, please let us know; we will be quite happy to print any of your useful tips or recommendations (space permitting of course). O.K. - so don't just sit there, grab a pen and drop us a line at: Back to Front, Adventurer, Mersey Leisure Publishing, 85 Victoria Street, Liverpool.

FIG. 1. Citadel Uruk-Hai.
(Painted by Will Hannah)

FIG. 2. Grenadier "Elves of the Silvan Wood."
(Painted by Mike Willis)

FIG. 3. Citadel C20 Troll - Hubol Firebreath.
(Painted by Will Hannah)

FIG. 4. Citadel C35 Knight of Chaos.
(Painted by Will Hannah)

FIG. 5. Grenadier Master Criminal.
(Painted by Martyn Tetlow)

FIG. 6. Grenadier Nyarlathotep.
(Painted by Martyn Tetlow)

Adventurer Club

Congratulations! In buying the first issue of ADVENTURER, you unwittingly became a member of the ADVENTURER CLUB. This entitles you to read the following page, and to contribute with ideas, gaming tips, news of events, etc. We are, in effect, giving this page to the reader. In this way, no-one can accuse us of being 'blinkered', and not printing what the reader wishes to see. Also, you are entitled to enter any competitions we may publish (such as the mind-stretching exercise below!). If you wish, you may pay the vast sum of £1.50 to join up as a FULL MEMBER (gasp!). This will give you an annual subscription to our ADVENTURER CLUB NEWSLETTER, a masterpiece of wit, gossip, advance news, reader input columns, etc. to be edited by Martyn and Will, our FIGURES FRONT satirists.

Other benefits will follow, including free classified ads. contacts, competitions, special offers on games and other wonderfully extravagant opportunities.

COVER STORY

·C·O·M·P·E·T·I·T·I·O·N·

If you hadn't noticed our front cover for this issue (and there can't be many of you who hadn't given it a tiny glimpse at least), then take a look at it now.

Right, now all you have to do to win £50 worth of games is to study it closely, and write a short story to explain the situation. Your story can detail the events leading up to the "Freeze Frame" shown, or it may follow through the events taking place to examine the consequences of the action. Whatever you decide, put it in writing, and you could live to see your name immortalised in glorious black-and-white in the next issue of ADVENTURER. You may also get to win £50 worth of games of course (your choice of games or gaming supplements).

All entries must be neatly written or typed, consisting of NO MORE than 3,000 words (2 sides of small print), and must be original work. The editor will select the winner by merit alone, and his decision is final, so no arguing! Ten runners-up will each become full members of the ADVENTURER CLUB, free of charge! (Thanks, Ed.)

The winner's story will be printed in issue # 2 of ADVENTURER, along with snippets of runners-up's entries, so I hope you're all prepared for fame!

Please clip out coupon (or photocopy) and return to address below

CLOSING DATE FOR ALL ENTRIES 26th April 1986.

CLUB ENROLMENT FORM:

☐ Please enrol me as a full member of the Adventurer Club. I enclose £1.50.

☐ I enclose £5.50 for 6 issues of Adventurer beginning with issue _____

I enclose a cheque/P.O. for £_____ made payable to Mersey Leisure Publishing.

SIGNED (if under 18, signature of Parent or Guardian)_____

Name_____ Age (if under 18) _____

Address_____

_____

_____ Post Code_____

ADVENTURER CLUB, 85 VICTORIA STREET, LIVERPOOL L1.

LIVE BY THE SWORD

GOODBYE TO ALL THAT...

(extracts from "Explosive Rune 1 by Tristan Knott)

Imagine has folded. We are left with only two professional magazines (Dragon and White Dwarf) which cater for FRPG'ers (try saying that when you're drunk). Dragon is tailor-made for the American market. All of the info. about conventions and so forth are about as much use as an ashtray on a motorbike, no sane person can expect to pay anything up to £4 per issue. White Dwarf, on the other hand, is a totally home-grown piece of literature. The only problem with it is the diversity of the games that it covers. We don't begrudge players of Cesspits and Cyclopes the space donated to them, you understand; it's just that, to a lot of folk, D&D is **the** game.

This is the voice of a D&D fanzine editor bemoaning the fate of Imagine, and calling for a D&D prozine - I'm afraid I disagree with your criticism of WD, Tristan. I feel that professional magazines have a duty to support a variety of games; after all, D&D players are rather well supplied as well, and isn't it nice to be introduced to other games systems once in a while? If you are an avid D&D player looking for an interesting fanzine, Tristan's 'vegetarian' approach makes good reading for only 50p!

Could I take this opportunity to put in a plea for some fanzine coverage? Since the demise of IMAGINE, we fanzine editors are almost totally devoid of any free advertising - and we need it! May I wish you good luck in your venture. **TRISTAN KNOTT** Explosive Rune Editor. (Again...).

Well, Mr. Knott, there's some free advertising for several fanzines in this issues 'classified' column. Regarding fanzine coverage, we'll just have to appeal to our readers on that point: Hands up all those who want fanzine reviews/coverage? Write and let me know your thoughts on that please.

Many thanks for your letter on your proposed magazine ADVENTURER. May I wish you great success with your venture - British gaming needs a rival to the crassly self-advertising WHITE DWARF and the overpriced GAMESMASTER and DRAGON, and I hope that **ADVENTURER** will prove to be that rival. Yours until touchdown, **JAMES WALLIS** : Sound & Fury editor.

Tut Tut Mr. Wallis! Of Course the White Dwarf is self-advertising, I'm afraid that ADVENTURER magazine is also (see page 18 this issue). As for the Gamesmaster and Dragon being overpriced, they do provide a much larger publication than, say ADVENTURER or WD.

I understand that your company is about to launch a new magazine, ADVENTURER, and I would be grateful if you could send me information on your requirements for scenarios and articles for contributors.

I'm very pleased to see new magazines appearing in the wake of the collapse of IMAGINE, and look forward to hearing from you soon.

Regards, **MARCUS L. ROWLAND.**

Thanks for the good wishes, Marcus. These details are available for people wishing to submit articles of sufficient standard for publication in ADVENTURER. I know it's difficult for people to appreciate the development of a new magazine without relating it to either Imagine or White Dwarf, but I must reassure our readers that we are in no way associated with any other publication, past or present, professional or amateur. With apologies to Mr. Rowland, I would also like to take this opportunity to confirm that we are not a branch of Games Of Liverpool, despite operating from their old Mail Order address. We do work closely with GOL, of course, as they are one of our trade distributers. Mersey Leisure Publishing is, however, a seperate company: Adventurer is an independent magazine. There. I hope that dispels many of your questions, fears or queries and (hopefully) avoid sackfuls of mail arriving at the office.

Regarding Adventurer magazine - it's good to see that White Dwarf won't be holding a monopoly much longer! **ROB NOTT,** LSD editor.

Methinks this is criticism aimed at a magazine of long-standing...

I am glad to hear that you are launching a new quality RPG magazine in England, for after the sudden death of 'Imagine', TSR's RPG mag, England has been left TREMBLING with only White Dwarf. - **R. DUO,** PTF games (Swords And Shields and all).

Mr. Duo, does the White Dwarf really leave you trembling? Perhaps with its renowned ferocity, we may be witnessing the development of a new D&D monster - The White Dwarf of the workshop! Come on you people at WD, stop scaring all these nice people away from your magazine, this is surely helping to inspire more competition for yourselves with the production (and seeming procreation!) of ever increasing numbers of fanzines. This cannibalistic behaviour could well turn Games Workshop into the megalithic behemoth of the fantasy games world. By the way, Mr. Duo, just what is it that makes the White Dwarf frighten you so?

RESPONSE FORM

On a scale of 1-10, how did you rate the following articles: (1=low rating)

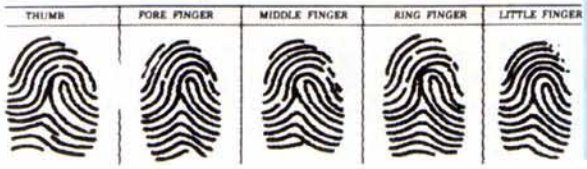
- ☐ FRONT COVER ART
- ☐ INTERIOR ART
- ☐ LAYOUT DESIGN
- ☐ THE BLACK TOWER
- ☐ WHITE FIRE
- ☐ SHOP WINDOW (REVIEW)
- ☐ FIGURES FRONT
- ☐ ADVENTURER CLUB
- ☐ LIVE BY THE SWORD (LETTERS)
- ☐ TOWN CRIER (NEWS)
- ☐ COLOUR POSTER
- ☐ PSYCHOLOGY ARTICLE
- ☐ BLOOD LOSS ARTICLE
- ☐ THE METHOD
- ☐ OPINION POLL RESULTS
- ☐ ONCE BITTEN CARTOON
- ☐ D3 CARTOON

Are there any changes you would like to see in ADVENTURER? (BRIEFLY)

.....

.....

Please send your response form, with any other comments you may care to make to:
ADVENTURER Dept. AD1, 85 Victoria Street, Liverpool L1.



GUMSHOE - a preview by Peter England

It had been another hazy day on the streets of San Fancisco, the lead that I had been following had turned up blank; I had played my ace and in doing so had ruined my hand.

I crossed the street to Joe's and ordered my usual of a Regular Burger and black coffee. Joe came over with my order, the half-cut smile forever engraved on his wiery face.

"Hiya Lou, thought we'd missed ya tonight."

A frown crossed my beat-up brow as I lifted my Trilbe and gazed up at him, "Huh?"

"You were home earlier, saw the lights go on in ya office."

Spinning in my seat I stared across at 42nd. up at my decrepid window. A flicker of light caught my keen eyes and in the same instant I was up and grounding my way across the street with the familiar feel of my.38 in my hand.

In GUMSHOE, the exciting new game from **Sleuth Publications,** you take a step back in time to the gangster-ridden streets of San Francisco in the 1930's. You join the ranks of the Continental Detective Agency as a private 'Dick'. Using all of your guile and cunning you track down and solve the cases to bring culprints to justice.

This game catches the full flavour of life in the 30's, and makes you feel that you are stepping right into the pages of a Sam Spade story. It is played in much the same way as Consulting Detective, but has so many added extras that it easily outdoes the former in style and originality. Set in the City of San Francisco, we get a very well-illustrated flavour of the city from several helpful game aids:

The **Maps of The City** and surrounding area are both large and well-printed. The city area is set out as a street map and gridded for easy reference to see where you are as you ferret around the city solving clues. I liked the idea of including these maps, as they are useful and interesting, and as an added extra, can be used with other games systems set in the 20's or 30's!

Two **Telephone Directories** give the names of all the relevant people and places, complete with reference numbers to locate them on the maps and in the clue book in case you want to question them.

The **California Department of Motor Vehicles** provides a list of all the license numbers and owners of vehicles, along with fingerprints that really add to the enjoyment of the game. These can be matched with the prints found at the scene of a crime, and with those on the **criminal record cards** to eliminate or incriminate possible suspects. The book also offers information on 'how to read finger-prints', a thoughtful addition.

The **Mug-shot Cards** show the criminal records and fingerprints of people encountered in the game, complete with relevant mug-shots of that person (another thing I really liked about the game).

The Autopsy Reports show examinations that were carried out at the scene of the crime by the Forensic experts. They give Bullistic reports so that the murder weapon can be matched with those your suspect may carry.

The **Fingerprint Reports** detail the fingerprints that were found at the scene of the crime, and allow you to match them from the Motor Vehicle files and mug-shot cards.

My favourite of all the components of Gumshoe are the **Daily Newspapers.** These are set out just like a real newspaper and contain actual events of the day, alongside invented column items and ads. Hidden in these are clues to the case that you are working on, and hoaxes of course.

The most important items of the game are the **Report Book and Time Sheets.** The report book is for when you think that you have completed a case, or have run out of time. You must then report back to the **Old Man** and answer his questions relating to the case. These are found in the front of the book, with the answers conveniently to hand at the back. The time sheets are essential, especially if more than one person is playing, as you have from 9:00 am to 9:00 pm to solve a case, each clue location eating up a portion of your precious time.

Now that we have examined the contents of the game, I suppose we should consider how the game actually plays...

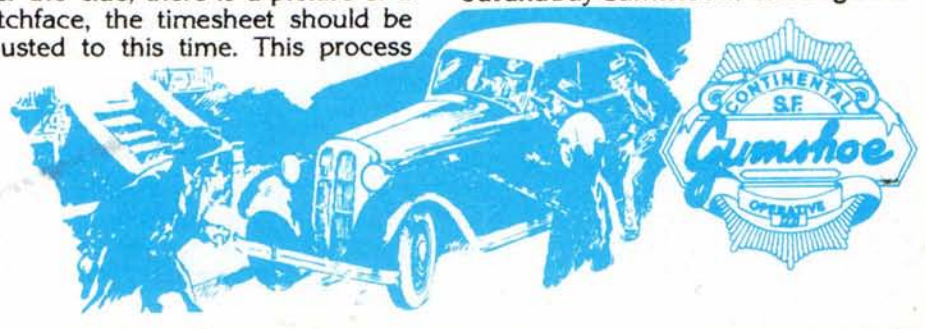
Firstly, the maps should be placed where all can see them, and a time-sheet given to each of the players. The daily introduction is then read aloud from the case book. After reading this, the newspaper for that day should be studied, to seek out any clues or relevant details. Now the players must decide who is going where and whom they are going to question.

The next step is to refer to the Telephone Directories to find the relevant clue points in the clue book. After reading the clue description, which could turn up a blank, a red herring or a whole chunk of relevant information, you should mark down the time indicated on your timesheet. If, after the clue, there is a picture of a watchface, the timesheet should be adjusted to this time. This process continues until you run out of time (9:00pm), when you must return to the office for the Old Man's questioning.

After reading the case introduction, it is a good idea to read the relevant autopsy and Lab. reports. During the course of following the clues, you can try to match fingerprints and also follow your progress on the maps from the references given at the back of the Telephone Directory. Sooner or later, you should come to a conclusion of the case and be able to answer the Old Man's questions. Don't worry if you can't solve the case at once, because I found that some cases follow on from the previous case, and you may not be able to solve a case until you have completed several others; hence one case may last several days.

When I play-tested the game, everything seemed to fall into place, and sooner or later I solved the case. One thing I really liked about the game was that in some of the clues you are faced with an "if" situation, ie. you must decide what to do from several possible choices. The element of danger involved means that you could end up in a shoot-out, or with a nasty bump on the head.

To conclude, although Gumshoe was designed to be played by several people, it makes an excellent solo game. The game is a brilliant concept, and outdoes any solo games that I have previously played. Sleuth are definitely onto a good thing with this one; the contents are well-produced, and there is so much in the box that you really get value for money. It is well-designed and very playable, and most cases can keep you occupied for hours. Gumshoe manages to capture all the thrills and adventure of 1930's America, and even rises above their previous amazing game, Consulting Detective. So when it arrives in the shops and you want something to keep you occupied for a long time, **and** is value for money, rush out and buy Gumshoe...**Peter England.**



FROM THE PEOPLE WHO BROUGHT YOU 'CONSULTING DETECTIVE' SLEUTH PUBLICATIONS PROUDLY PRESENT THEIR NEW BLOCKBUSTER:

Gumshoe

The place: San Francisco. **The year:** 1934. **The day:** Monday 9.00am.
Push open the door of the CONTINENTAL DETECTIVE AGENCY, and YOU are the GUMSHOE. Everything you need to enter the 1930's world of the hard-boiled detective; dig out the clues, search for solutions. Gumshoe contains detailed maps, directories listing thousands of people and places, a case book filled with hundreds of clues, police mug-shots, nine dated newspapers, a fingerprint file and case reports with the solutions. You have the tools, the contacts, and nine days to unravel the mysteries that haunt the city by the bay. BETTER GET TO IT, GUMSHOE! For 1-6 Private Eyes. Available in April from most good games shops.

In case of difficulty, GUMSHOE is also available from Sleuth Publications: 89 Victoria Street, Liverpool L1 6DG.

contact
THEATRE COMPANY

THE SHOW THAT DOES FOR SWORD AND SORCERY WHAT 'ROCKY HORROR' DID FOR 'B' PICTURES

YES, BUT DOES A MERELY FORMALISTIC EXPRESSION OF ROLE REVERSAL REALLY OBVIATE THE SEXISM OF THE IMPLIED ALTERNATIVE IMAGE.....
SHUT UP BARRY AND PUT SOME TROUSERS ON!

FIRESTONE

WORLD PREMIERE

A Rock'n'Role fantasy by Peter Fieldson
Music by Stephen Warbeck

March 27 – April 19 at 7.30pm

Mortals, prepare to marvel as four young adventurers embark upon the awesome quest for the Firestone. Our contestants, finalists all, have been through many earlier battles to earn the right to this, the ultimate challenge...

Their task – to free the benighted land of Zamethess from the evil of Suckerax the Sorceress, to free all the mortal men of that country whom she has abducted and imprisoned in Castle Hell's Mouth, and to retrieve the Firestone wherein lies her power...

Mortals, prepare to join the quest, for you will determine the outcome!

FIRESTONE the game where you choose who wins!
FIRESTONE the game of Rock, Sword and Sorcery
FIRESTONE the game that's more addictive than Sexual Pursuits
FIRESTONE the game TUESDAY-SATURDAY nights – live!
FIRESTONE the game in three halves

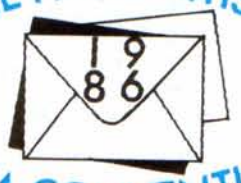
Tickets from £2.00

Box Office 061-273 5696
Contact Theatre, Oxford Road, Manchester 15

Free Parking outside the theatre.
Coffee bar open for delicious hot and cold food and coffee from 6.30pm.
Licensed bar open from 6.30pm until after the show.

*Please note there are no Monday performances, and no performance Friday 28 March

THE FIRST BRITISH P.B.M. CONVENTION



The first British Play-by-Mail Convention was held at **Islington Town Hall** in London, on February 16th, and was an unprecedented success both for the PBM companies who attended and for the four hundred or so players present, who all had a very enjoyable day out.

Play-by-Mail games, for the uninitiated, have several advantages over conventional face-to-face games. Firstly, you can play at any time - over breakfast, on the train on the way to work, even in the bath. Secondly, you can play games with any number of people, from a close contest with a dozen or so players, to a whole alternative fantasy world with a thousand players. With games at home you're limited to the players you can get round the table: with PBM games, you can match your wits against players from all over Britain and Europe - it's a great way of making new friends. Thirdly, these games are moderated by professionals, paid to give you good quality and swift reply, with printed information sheets for you to obtain, detailed maps for you to explore and numberless secrets for you to uncover.

How do PBM games work? The Basic idea is that you take the role of a particular character. You may be the tyrant of a space empire, or the leader of a small band of explorers, or the founder of a fanatical religion, or almost anything else: your imagination is often the only limit! The rules of the game provide the basic scenario: an unkown planet, an unexplored galaxy, or whatever is appropriate to the type of game. Every 2-3 weeks, you send in orders for what your character and the forces he commands should do. A few days later, you get the results, which depend not only on what you do but on the decisions of all the other players! The Gamesmaster will often have a computer to help him co-ordinate this interaction between players, and make a report to you.

The Convention itself provided an excellent opportunity for players to meet the people they had been communicating with by mail or phone for the previous twelve months, to share a few beers and plan for the next few turns. Everybody I spoke to had a great time. During the day, those present voted for the games and companies that had given them the best service and most pleasure over the last year: the results were announced at the end of the day.

Best Company - **Sloth Enterprises.** Best new game - **Capitol.** Best role-playing game - **Saturnalia.** Best sci-fi game - **Capitol.** Best tribal game - **Tribes of Crane.** Best tactical/diplomacy game - **Earthwood.**

If anybody would like any further information on PBM games, then please write to **Simon Letts** at 48 Alfred Street, Southampton S02 0NA, or Telephone **0703 222199.**

Saturnalia with over 400 players is not only the largest single character P.B.M. game in the U.K. its also the fastest growing.

Saturnalia offers scope for player referee interaction limited only by your imagination. It is forever expanding and improving and so is structured to allow even the actions of a beginner player to have a profound effect on the game as a whole.

A web of intrigue exists as player organisations vie for domination. A regular newsletter acts as an organ for player diplomacy, continually updating the games situation, including articles on religion, player tactics etc.

You too could enjoy the unique role-playing experience offered by Saturnalia.

Start up package including rule book, current newsletter and the first five turns

only £5.00

P.S. Subsequent turns will be at a competative

£1.25 each
and will include postage both ways.

Return to:-
SLOTH ENTERPRISES
FREEPOST, SOUTHAMPTON, S09 1BH.
Cheque/PO payale to:- "SLOTH ENTERPRISES"

GRENADIER MARCH ON...

GRENADIER UK, the rapidly expanding figures manufacturers, have moved. Now housed in a Deeside warehouse, they hope to improve their already reputable service to ensure speedy processing of mail orders.

New **Fantasy Lords** were recently made available including Undead Centaurs, which adds to their unceasing army of the undead variety. On the verge of release this month are another 6 blister packs, and the **Isengard** boxed set direct from the U.S.A. The first British designed figures will be **Nick Lund's** Dwarven patrol, available in April.

Grendadier UK's new address is 19 Babage Road, Deeside, Clwyd (or phone **0244-536-111** and ask for Mark).

CONVENTION NEWS

In July, The 1986 Garden Festival is being held at Stoke. To the uninitiated, the garden festival is not just for people who like flowers and things. Held at Liverpool last year, this year's festival has broadened the scope by introducing trade exhibitions. One such exhibition is to be called "Games People Play." A variety of games companies will be there to promote their goods and organise competitions such as the UK Othello Championship, organised by Peter Pan Playthings.

Adventurer should be there in force to promote issue #3, and to join in the merry-making. More details next issue.

TSR have announced that the **IMMORTALS SET** should be released (at last!) in the summer of 1986, thus completing the Dungeons & Dragons game system.

MARVEL SUPER HEROES will undergo cosmetic surgery with the introduction of the **ADVANCED SET** of rules. The Advanced Set will be completely compatible with the Basic game rules and accessories. It will include the much needed campaign rules and the Marvel Magic System (Dr. Strange, beware!). This is also due for summer release.

The Dragonlance epic is to be continued with **DRAGONLANCE LEGENDS,** the second trilogy.

The **AD&D DUNGEONEER'S SURVIVAL GUIDE** is scheduled for release this year. It is another in the hardback book series designed to supplement existing DM material for dungeons, caverns and labyrinths!

JUDGE DREDD continues his rise to fame with the recent release of books 6 and 7 in the **TITAN BOOKS'** Chronicles. Games Workshop have recently published **JUDGEMENT DAY,** a scenario for newly appointed Judges.

According to Nick Ward, VIRGIN's Advertising Agent, Virgin are hoping to move into the fantasy games world with their own design company, **Virgin Design Clinic.** With the fascination for abbreviations that gamers have, I believe this is to be referred to as 'The Design Clinic' to avoid any embarrassing connotations!!

FANTASTIC ART

A quick scout through the classified ads. of the fantasy magazines will indicate that a new trend is arriving: that of home-produced fantasy artwork for use by referees, clubs, 'zine editors or whoever may need it. Individuals and small companies are beginning to realise their talents, and the potential use that it could be turned to, and are advertising their services. One such company, R.W. Graphics (see their ad. on page 10 this issue) has sent me a sample of their work. Basically, this conists of black-and-white ink drawings illustrating a variety of subjects. The **FANTASY ART** range is just that: chaotic, mutated, living, undead creatures illustrated either as a limited edition print (only 250 numbered, signed copies are printed), or as logos to embelish personal stationery. The **ROBOTS & RAYGUNS** is a range of limited edition (this time to 1000) prints of a similar appearance to WARBOTS. They are curious illustrations consisting mainly of shaded blocks adjoined to each other by thin pen lines to give a mechanical, jointed feeling. Again, these are available as letterhead designs for personal stationery.

How useful illustrations like these are to fanzine editors I wouldn't like to say; most editors seem to know somebody who is capable of producing decent artwork, either that or they 'have a go' themselves. However, Mr. Waring, of R.W. Graphics, proposes to publish a portfolio of work, copyright free, so that illustrations can be 'picked out' whenever needed. The sheer convenience of this might make the portfolio a worthy buy for editors and referees who like their adventures to have an added touch of realism. Tailor-made illustrations are also available from various people, including the option of having your favourite PC illustrated in all his glory.

NEXT ISSUE

In **ADVENTURER #2,** due in the shops in MAY, we will bring you more from the pen of Robin Parry and the **Once Bitten** Crew (only 1 page next issue). **Cover art** will feature **George Jones'** futuristic brushwork; we hope to have more Sci-Fi content in #2. We should have more about Psychology in games, fanzine coverage, and an article called "Curiouser & Curioser." We conclude **The Black Tower** adventure next issue, and from Downtown U.S.A. comes a Superhero adventure for **Villains & Vigilantes. Figures Front** will be reviewing **DENIZEN** miniatures. We also introduce you to the photography of **Antony Ward,** specialist in miniatures photography.

DID YOU KNOW?

In White Dwarf issue #1, **THE PERVERT** character class for AD&D was introduced. Needless to say, this did not make a great impact on the game.

In 1977, The Dragon magazine cost just £1.25, White Dwarf cost 50p! The average cost of a 25mm fantasy figure was 12p.

FIRESTONE

Question: What do the Rocky Horror stage show, traditional adult pantomime and fighting quest books have in common?

Answer: FIRESTONE, the new rock musical by Peter Fieldson.

A stage show that is also a game, the audience participate by choosing directions for the actors, asking riddles and voting on the plot. The actors themselves know little of the whole story and rely on the judgement of the audience, and their own initiative. The play consists of two parts, the second half of which is chosen by the number of people leaving via a certain exit during the interval. If, for example, the audience wish to side with the boys, they leave by the left door; for the girls, the right door. There are many sub-plots to keep the actors guessing, and these will be changed during the four weeks that the play is showing. This means that you could see the show several times and never see the same outcome! Group votes are taken by a show of hands, and individuals are asked to contribute by asking riddles from their seats.

Without giving away too much, the play begins with **Suckerax the Sorceress** stealing the firestone, thereby reversing the sex-roles of the world. **The Questmaster** announces to the players that they must go on a final quest in their role-playing game; to retrieve the gem. The players don their costumes and, assisted by maps and riddles, are told to seek **Suckerax's castle.** It is here that the game becomes reality: the questmaster **has** taken them back in time and they are in real danger. From here on in, it's really unclear where the game ends and reality begins, both for the audience and the cast, adding to the reality of their reactions. Surprise, fear and suspense are the desired effects. To find out how well this is achieved, you can visit the **Contact Theatre** in **Manchester.** Showing from 27th March to 19th April. Tickets cost £3.

OPINION POLL RESULTS:

or How to design a Magazine

"Why don't we do a magazine?", I asked my colleague, tosing a piece of Blue-tac into the bin. "Okay," came the reply, "Go on, then."

So, we wanted a magazine, but then what? What do we put in it? What does Joe Public want in it? To find out, I designed an opinion poll (reprinted for your amusement below). Armed with this, a pencil and rubber and a pocket calculator, I set off to visit a few well-known games shops to meet Joe Public. Joe didn't turn up, so I asked the following groups of people;

(a). Unsuspecting persons relating an interest in Fantasy/Sci-Fi games;

(b). Anybody buying a Fantasy/Sci-Fi magazine or game.

Eventually, despite hoards of witty comments such as "Sex? Yes please! Ha! Ha!", I collected all the questionnaires and buried my head in my Casio calculator. Several eons later, I emerged to breathe and obtain sustenance, and discovered the following:

1 **Age**

The average age of the questionee was 21.2 years, somewhat higher than I anticipated. This suggests a very strong 'college age' involvement in Fantasy gaming at the moment.

2 How Often Do You Buy Fantasy/ Sci-Fi Magazines?

The majority of people interviewed buy 1 or 2 magazines each month. (see Figure 'A' below).

3. On a scale of 1 to 10, rate the following scenarios you would like to see in a F/SF mag.

1. ADVANCED D&D	68
2. DUNGEONS & DRAGONS	54
3. TRAVELLER	49
4. GOLDEN HEROES	40
5. CHAMPIONS	36
6. RUNEQUEST	62
7. CALL OF CTHULHU	79
8. BUSHIDO	57
9. CHILL	42
10. HARN	42

From the above results, it would appear that people wish to see the following games covered in a Fantasy/Sci-Fi magazine:

Call of Cthulhu scored consistently high points (σ n=1.9 for those statistical buffs out there). The nearest contender was **AD&D** which did have a few **very** low scores, indicating a split in opinions about this one. Hot on its trail was **Runequest,** scoring consistently high; most people seem to like RQ still, despite the recent radical change in format. One possible reason for this is the 'intelligent approach' most Gamemasters adopt when designing RQ scenarios. **Bushido** follows Runequest, highlighting a necessity for coverage of this much under-publicised game. Bushido had a vast range of scores, however, indicating that those who play the game rate it very highly, whilst those without the game or without an interest in the Orient, rated it poorly.

Basic D&D came a poor 5th. in this poll, with a consistent middle score of 40-70%. **Traveller** came next, the only Sci-Fi game in the questionnaire, so offering little by way of comparison. Perhaps if another system had been included as well, eg. Star Trek, Space Opera (which was mentioned on a few occasions on completed questionnaires!), we might have had a better idea of the popularity of Sci-Fi systems in general. **Chill RPG** and **Harn** scored low, with a steady score of 30%-50%. **Golden Heroes** and **Champions** both scored low on the questionnaire, again with a wide range of popularity.

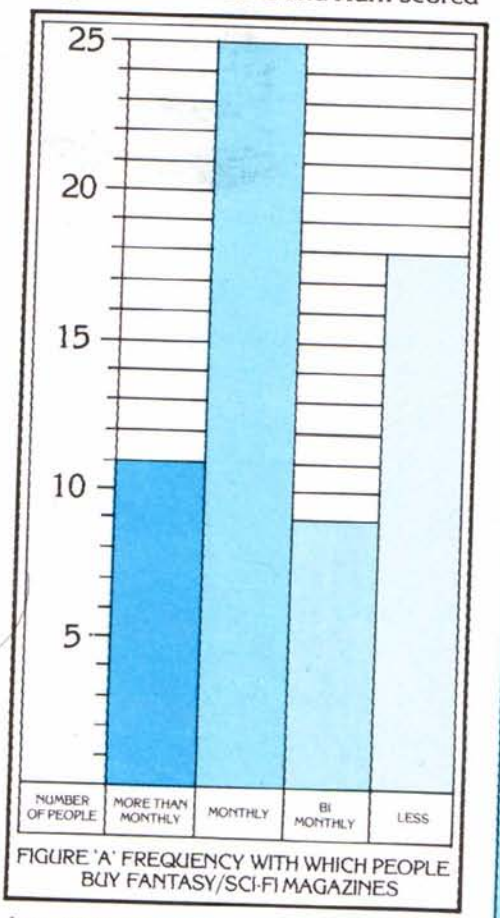


FIGURE 'A' FREQUENCY WITH WHICH PEOPLE BUY FANTASY/SCI-FI MAGAZINES

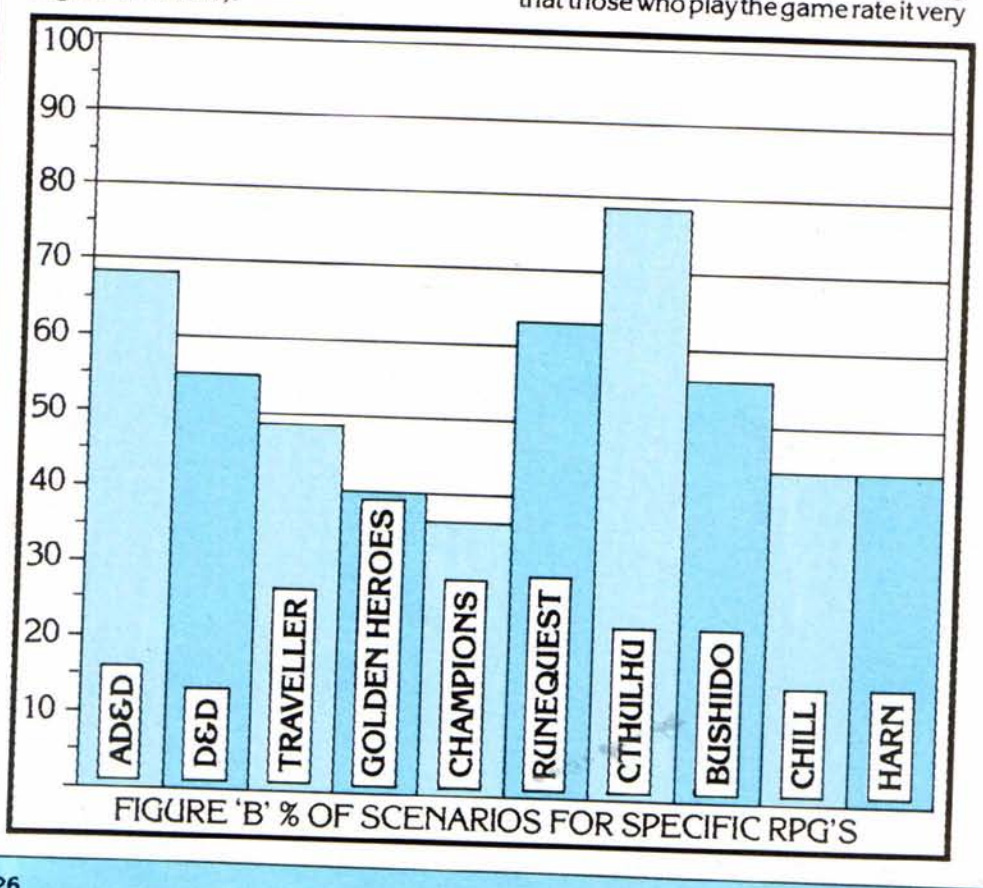


FIGURE 'B' % OF SCENARIOS FOR SPECIFIC RPG'S

4. On a scale of 1 to 10, rate the following articles that you would like to see in a F/SF magazine:

Figure 'C' illustrates these results clearly.

It is evident that **reviews** of new games are just what the reader wants to see in a magazine. Of course, we all like to keep in touch with new items, and it's so much easier to read all about a product in a magazine rather than stand around the local games shop, pleading with the assistant to let you open the shrink-wrapped goodies.

Having managed to unwrap the thirteenth edition of Gremlins and Goblins (advanced), you have to sift through wads of promotional catalogues to find the 2-page rule-book. Then you have to assemble the innovative, revolutionary 'easy-to-fold-mapboard' and tear it in two. By this time, the shop assistant's frown has become a seething rage, and as for play-testing it! Well... you don't have to, because your friendly magazine reviewers have done it all for you.

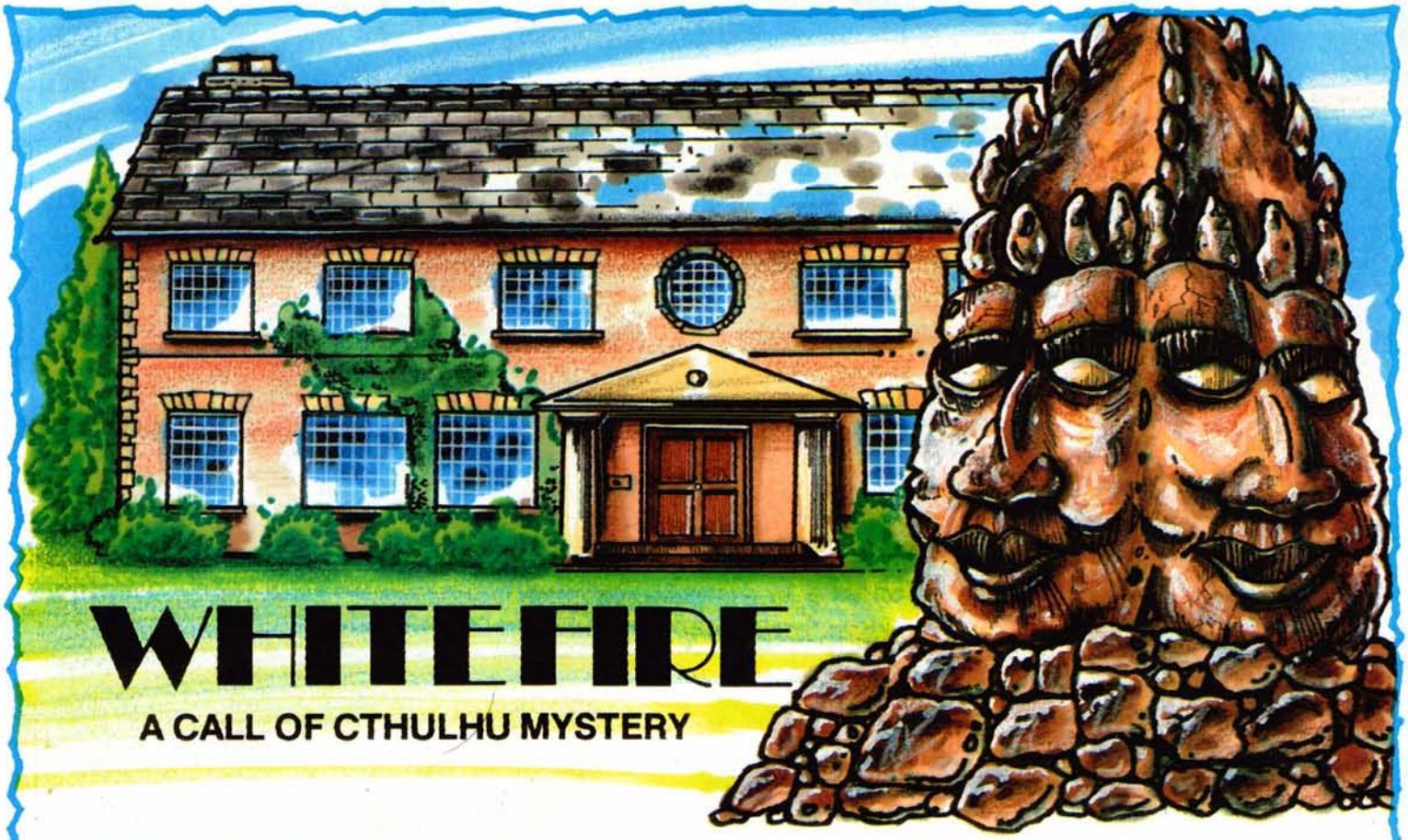
Maps for scenarios rated very highly, reflecting the level of complexity and detail required of a Fantasy/Sci-Fi magazine. It is interesting to see that **advertisements** came bottom of the list. I can understand why people resent having to plough through pages of monotonous, uninteresting advertisements to get to the latest episode of their favourite cartoon strip, but personally, I enjoy reading ads. (Those that are well-presented and informative). Advertisements are often the source of advance information, providing brief summaries of the latest in the games field (much like reviews actually!). The accompanying artwork is often humorous and quite interesting. Also, it must be remembered that advertisers help pay for the production of a magazine, which could never survive without advertising, unless the cover price was inflated to the £3 or £4 mark!

FIGURE 'C' SCORES IN % ACCORDING TO PEOPLES RATINGS

Finally the questionnaire asked for further comments regarding the production of the magazine. The following (printable) suggestions were offered:

1. Lots of glossy pictures.
2. Photographs of miniatures/games.
3. Thought-provoking competitions.
4. Articles on converting figures.
5. Generic adventures/articles of general interest.
6. Short stories.
7. Printing readers' play variations and ideas.
8. Articles on mythology and related subjects.
9. Rules expansions.
10. Intelligent articles.
11. Avoid being biased, patronising, high handed or self-opinionated.
12. High quality artwork.

Well, this is what the people interviewed by yours truly wanted out of a magazine. Whether or not we have succeeded in meeting these criterior I will leave to you to decide. If you agree with these 12 commandments, let me know, and if you strongly disagree, I'm sure you'll let me know anyway!



WHITEFIRE

A CALL OF CTHULHU MYSTERY

PLAYERS' BACKGROUND

It is **MAY 192-** and Sotherby's are holding an auction of rare books from a private collection in their London showrooms. The players have failed to obtain a 1st. edition copy of "Tristram Shandy" and are idly watching the bidding as the auction draws to a close. The final lot is of several obscure medieval texts; to everyone's surprise, the opening bid is £5 and rises quickly. The contest is between a slight, anaemic man and the noted anthropologist **Sir Charles Ashley.** As the bid reaches £75, the former turns and strides out of the room with a curse. Sir Charles, having paid, comes over to you.

"I say, aren't you old Halifax's boy?" he enquires correctly. "Thought so. Knew you when you were a squalling infant. What on earth brings you to Sotherby's? Never mind, you can tell me over lunch. By all means bring your friends with you."

Over a meal at Boodle's, the exclusive club in St. James's Street, Sir Charles chats about "Old Halifax" (one of the party does actually know sir Charles from long ago), and explains his presence at the auction: There was an extremely rare text on **Indian folklore** in the final lot, which he was compelled to obtain, Indian myths being Sir Charles' special interest. After lunch, Sir Charles invites the party to stay at his suffolk Mansion this week-end, to celebrate a special occasion: "Susan, my eldest chi...daughter is getting married on Sunday and she'd be glad to recquaint herself with you, I'm sure."

KEEPER'S BACKGROUND:

This scenario is designed for three or four characters with little or no knowledge of the Cthulhu Mythos. It is intended to be run by an experienced GM, however, as there is lots happening throughout the adventure. The connection with the occult is tenuous, but the references to Bealing's ghost story are documented folklore. The village does exist; however much artistic license has been used with the maps and inhabitants. The only GM tips I can give are that before you begin play make sure that you know what happens when and with whom, and during play try to keep things moving. There should always be something happening in and around the house: don't let the players wait around. If you find that events are moving slowly, feel free to introduce the next event in the story.

WHAT HAPPENS NEXT:

Arriving at Ipswich station on Friday evening, the players are met by Sir Charles' chauffeur and are driven 5 miles to Bealings House in the village of Bealings. They are met by Sir Charles and shown their rooms, where they are left to dress for dinner.

BEALINGS HOUSE

Bealings House is a large Georgian brick mansion surrounded by several acres of grounds. It is pleasantly (and quietly) situated, giving a good view over the gently undulating Suffolk countryside. The house is separated from the nearest road (a quiet country lane) by a field in which a curious stone structure is visible (see the section on the pyramid, following). There is another car parked in front of the house as the party arrive; it belongs to **Colonel Parker,** another of Sir Charles' guests.

The house has two floors and a cellar. Ceilings are 10′ high on the ground floor and 8′ high on the upper floor. Most rooms are tastefully furnished and comfortable: Sir Charles is clearly a man of elegant upbringing and financial means. The house is fitted with a telephone, electricity and running water. Certain rooms (as indicated on the plan) are fitted with bell-pulls which are connected, via a series of wires running close to the ceiling, to a number of labelled bells located in the kitchen. These are used to summon servants but have a curious history...

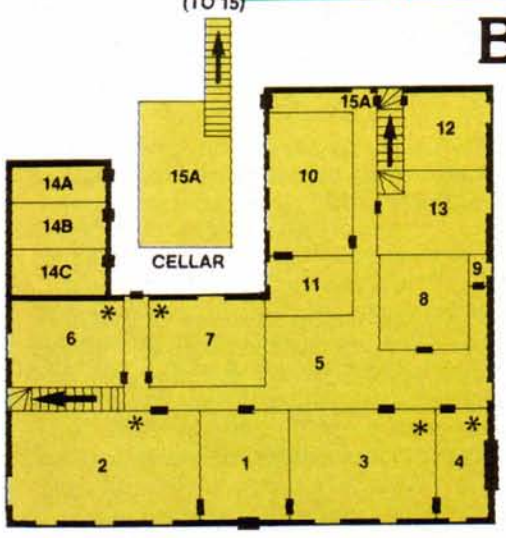
ROOM DESCRIPTIONS

1. **HALL.** Contains a table and two chairs, as well as ornaments on the walls. It is clearly a "formal" room and not used for living in.

2. **MAIN SITTING ROOM.** richly decorated without being ostentatious. This is the room that the Ashleys use when entertaining guests; when on their own or talking informally they prefer to use either room **4** or **7.** There is a "secret" passage between here and room **6,** hidden behind a dummy bookcase and going under the stairs: There is nothing malicious or evil about it's presence, though the Ashleys may concoct a legend or two to amuse guests.

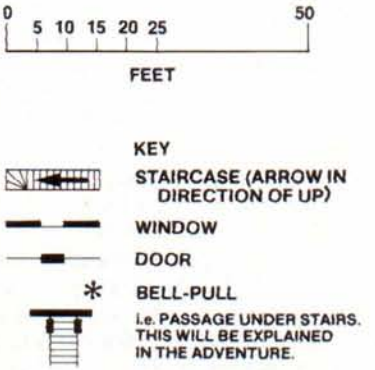
3. **DINING ROOM.** This room is formally set out today: the table is decorated and there is enough space to seat 20 people. Food is brought in from the kitchen on trolleys. The Ashleys eat all their meals in here.

BEALINGS HOUSE



GROUND FLOOR

FIRST FLOOR

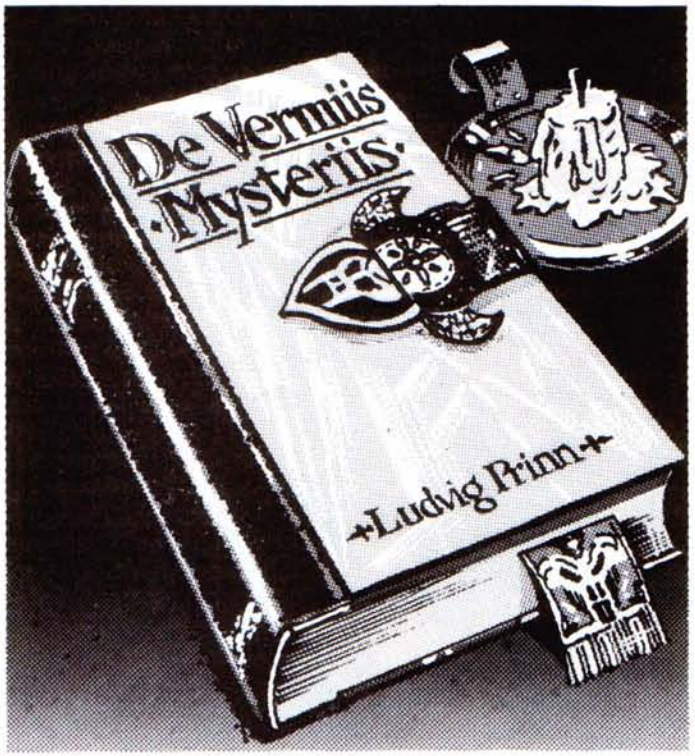


4. **MORNING ROOM.** This is a small sitting room which catches the light from the morning sun. It is comfortable and contains a sofa, several chairs, a writing desk and a bookcase which houses several miscellaneous novels.

5. **PASSAGEWAY.** This area is a junction between the Ashleys' living area and the servants' quarters. The floor here is polished wood partly covered by an Indian rug. There is a small table for the morning mail.

6. **STUDY.** This is where Sir Charles keeps his books and writes his theses on Indian myths. The walls are lined with bookcases, mostly relating to India, but on the otherwise empty shelf there are two indentical copies of a small book entitled **"Bealings Bells: An Account of the Mysterious Ringing of Bells at Great Bealings, Suffolk in 1834"** by Major Moor.

Should the party ask Sir Charles about the small books, or read a copy overnight, they learn that on 2nd February 1834, the bells used for summoning the servants in Bealings House began to ring of their own accord. This continued intermittently until late March of that year. Major Moor, the owner of Bealings House at that time researched the phenomenon carefully. He collected evidence of other phantom ringings from around Britain, and collated this into the book above. The book was printed in 1841 and makes great bedside reading.



On a table in the room are the books which Sir Charles bought at Sotherbys. These are not yet catalogued (which the players will not know unless they scour through his record books). Should anybody wish to steal or borrow a title, Sir Charles is unlikely to notice, unless it is the book on Indian Myths. Apart from the volume on **Indian myths,** there is a volume of **restoration comedies,** a copy of Boswell's **Life of Johnson,** book VII of **Paradise Lost"** and several early printed works; three in Latin, one in French and one in English. One of the Latin ones is a copy of the arcane **De Vermiis Mysteriis,** by Ludvig Prinn. Sir Charles is not aware of its nature and intends to sell it when he is next in London. However, there are people who will risk life and limb to obtain this arcane profanity.

There is a "secret" passage between here and room 2.

7. **SMALL SITTING ROOM.** This is the room the Ashleys use when alone; comfortable, informal and slightly untidy.

8. **OUTDOOR ROOM.** Which is a polite name for 'junk room.' Sir Charles keeps his shotguns (two), stalking rifle and fishing rods here. Sarah's riding tack and her old doll's house are here, surrounded by sandstone carvings of Indian sculpture, mounted wild boar heads, a stuffed parrot and the like.

9. **LAVATORY.** No description needed.

10. **KITCHEN.** Large, warm and friendly like its main occupant: Mrs. Bilner the cook, who is usually gossiping with one or other of the maids. Something is always boiling on the stove or baking in the oven. The servants' bells are hung in a line above the door and are labelled: there are twelve in all (the nine indicated on the map, the front door, and the two rear doors). They are infrequently used and tend to cause alarm and general panic when they are.

11. **LARDER.** This is where the food is kept: it is currently extremely well stocked because of the forthcoming wedding.

12. **LAUNDRY.** This room contains a water boiler, a large sink and a rack to hang the drying clothes on. It can only be reached by going under the stairs (see Room 15).

13. **MAIDS' ROOM.** The room that Emily and Mary, the two maids, share. It contains two beds, two cupboards, a table, some clothing and little else.

14. These are **OUTHOUSES,** used for storage. (a) contains coal and dry firewood, (b) has miscellaneous gardening tools and (c) is currently empty.

15. This is a **PASSAGE** which leads under the rear stairs to **12.** However, there is another door leading off it which goes to the cellar under the house.

15a. **THE CELLAR.** It is dark, damp and cold with no lighting. It contains a large winerack which is well-stocked with various forms of alcohol, ranging from musty ports and brandies to clarets and champagne. There are obvious signs of recent disturbance, particularly around the winerack (it has been re-stocked recently).

16. **LANDING.** A spacious area, from which it is possible to observe most movement between rooms upstairs.

17. **MASTER BEDROOM.** This room is large and contains several cupboards, dressing tables and a double bed. it is very comfortable and tastefully decorated. Sir Charles and Lady Ashley sleep here.

18. **MASTER BATHROOM.** Large and well-equipped. This room and the master bedroom were converted by the Ashleys from three smaller rooms, the only recent major structural modifications that have been carried out by the Ashleys.

19a, b, c and 20a, b, c. **GUEST ROOMS.** These are where the party will sleep. The rooms are comfortable but not richly decorated.

21a, b. **GUEST ROOMS.** For important guests. These rooms have double beds, basins and bell-pulls for calling servants. Colonel and Mrs. Parker are staying in 21b.

22. **BATHROOM.** For the use of guests. It gets a bit crowded in the mornings.

23. **SUSAN'S** ROOM. A fairly typical room for a girl in her late teens in the 1920's: comfortable and tastefully decorated.

24. **NURSERY.** Now used mainly for storage purposes, it contains old toys, parts of Sir Charles' collection of Indian artefacts and other paraphenalia not stored in Room **8.**

25. **SIMON'S ROOM.** The door to this room remains locked. In any guided tour of the house, it will be 'skipped over.' Any questions regading the room will be greeted with "That room is empty. Very empty." Lady Ashley may become emotional. The room is similar to Susan's but has not been used for some time: the furniture is covered with dust sheets and smells musty.

26. Various **CUPBOARDS,** containing an assortment of clothes, hats, shoes and other garments. At least two are devoted to Susan's dresses.

THE GROUNDS

Bealings House is contained by 15 acres of grounds, including a small area of woodland. It is fairly isolated: the main part of Bealings village is half a mile away and Woodbridge, the nearest town, is three miles away. There are other houses nearby, including several local farmhouses, but they are not easily accessible and do not have telephones.

THE PYRAMID

In the field between the house and the road is a strange stone construction: a four-sided pyramid rising to ten feet high. It is constructed with odd pieces of local stone; two small millstones are visible in its base. On top of the pyramid is the carved sandstone head of an Indian god or goddess with three faces (pointing approximately north, south and west). The whole construction is subject to weathering. If Sir Charles is asked about the pyramid, he will explain that it is a three-headed Shiva (the god of destruction and reproduction). This type of statue is rare in India (Unlike this example, Shiva usually had three eyes and four arms); this one was brought to England by Major Moor, a former owner of Bealings House who worked in India during the early nineteenth century. If the curious nature of the structure is mentioned in the presence of any of the servants or local people, they will tell the party that the head is of an Indian devil and that Major Moor, who was mad, burried his Indian treasures in a vault under the pyramid. This story is untrue as far as the players can tell: there is no sign of an entrance to such a vault in the pyramid, and Sir Charles will forbid any attempts to investigate by excavation.

MEMBERS OF THE HOUSEHOLD

Sir Charles Ashley

A tall man in his early sixties, Sir Charles is a retired banker. He lives 'comfortably' in suffolk with his family. He has a passionate interest in Indian folklore and is writing a book on the subject, which he intends to publish privately. Apart from knowing the father of one of the characters, he is quite influential in polite society and his daughter's wedding will be a large social event. As a wedding present, he has bought her a large Indian diamond (The White Fire) set into a necklace. Sir Charles is friendly and trusting, and although he knows a good deal about the supernatural and has a slight superficial knowledge of the Cthulhu Mythos, he is skeptical about such stories...

STR10 **CON** 13 **SIZ**16 **INT**15 **POW**8 **DEX**10 **APP**14 **EDU**19 **SAN**40.

Skills: Read Latin 60%, History 60%, Occult: 30%, Archaeolgy 60%, Cthulhu 7%.

Lady Ashley

Lady Ashley is younger and smaller than her husband, 'though not by much'. She has a friendly and engaging personality and runs the household, keeping the servants in order, attending to bills and so forth. She resents having moved away from the social whirl of London and spends much of her time shopping in Ipswich (six miles away), gardening or reading. She does not share her husband's interest in India and considers it a waste of time.

STR8 **CON**10 **SIZ**13 **INT** 13 **POW**5 **DEX**12 **APP**13 **EDU**17 **SAN**25.

Skills: None relevant.

The Hon. Simon Ashley

Simon Ashley is the eldest child of Sir Charles and Lady Ashley. He stands to inherit the estate when his father dies. Four years ago, having just left Oxford with a 1st. in Classics, he disappeared, never to be heard from again. The Ashleys do not know if he is alive or dead: Sir Charles suspects the latter; his wife hopes for the former and Susan tends to become very emotional at the mention of his name. He is not talked about, yet there is much evidence to tell players that another child has existed; if they do not take the hints offered in the scenario, then describe portraits of a handsome young man in the house, or tell the character who knows Sir Charles that he vaguely remembers an older child in the family; a boy. The players should enquire about him on Friday or Saturday (a good GM can arrange this) and be told the painful facts in an emotional scene, preferably with Lady Ashley in floods of tears.

STR14 **CON**14 **SIZ**16 **INT**15 **POW**10 **DEX**13 **APP**14 **EDU**20 **SAN**50.

Skills: Read Latin 80%.

Susan Ashley

Susan is nineteen, attractive and on the verge of marrying **Stephen Brooke-Cannon,** a young and successful lawyer who is staying with his parents in Ipswich. She is still a shy debutante but if cultivated, will open up and talk freely and charmingly (particularly about Stephen). She is a little nervous about the wedding and hopes that everything will go quietly.

STR9 **CON**10 **SIZ**13 **POW**8 **DEX**13 **APP**15 **EDU**17 **SAN**40.

Skills: Ride horse 35%.

Colonel Andrews

An old friend of Sir Charles, and Susan's godfather, Col. Henry Andrews has recently retired from the army where he was stationed in India. He shares Sir Charles' enthusiasm for India but tends to share his interests with monotonous persistence. He and his wife are to sleep in room **21b**.

STR13 **CON**11 **SIZ**12 **INT**10 **POW**9 **DEX**14 **APP**8 **EDU**15 **SAN**45.

Skills: Drive 70% Anthropology 30%.

Mrs. Andrews

The Colonel's wife is overshadowed by her husband: she is meek and timid and seems surprised that anyone would want to talk to her. She scares easily and has a tendency to faint when shocked.

STR8 **CON**7 **SIZ**10 **INT**11 **POW**8 **DEX**10 **APP**9 **EDU**14 **SAN**40.

Skills: None relevant.

Lady Russell

Arriving on Saturday, Lady Russell is Susan's godmother. She is a large woman with a strident voice, expecting to command the centre of attention. She comes from a family recently fallen on hard times and will endeavour to let everybody know this. She also tends to talk endlessly about the social scene in London; who is doing what with whom. She will sleep in **20a.**.

STR10 **CON**10 **SIZ**14 **INT**9 **POW**10 **DEX**8 **APP**10 **EDU**16 **SAN**50.

Skills: None relevant.

Captain Harry Crane, the Best Man

Captain Crane is another army man. He met the Ashleys through Simon, whom he met at Oxford, and remains a firm friend. He is withdrawn, yet friendly if approached, but will remain enigmatic. He stays in room **20b,** or in Simon's room (suitably aired) if 20b is occupied by a player.

STR16 **CON**15 **SIZ**16 **INT**13 **POW**12 **DEX**12 **APP**13 **EDU**18 **SAN**30.

Skills: Drive 40%.

Hugh Pode

Hugh is the nephew of Lady Ashley and an old "friend" of Susan's. He is ingratiating and intrusive, entering into conversations with little to say. He should be played as an irritating obstruction. He will stay in room **20c.**

STR12 **CON**11 **SIZ**11 **INT**12 **POW**6 **DEX**11 **APP**9 **EDU**14 **SAN**30.

Skills: None relevant.

OTHER HOUSEGUESTS

They will arrive on Saturday: the sample above are designed as personalities with whom the players may engage in conversation, ask questions, become suspicious or friendly toward. Feel free to introduce more personalities of your own choice. There will be other wedding guests who will stay with nearby friends, in hotels in Ipswich or who may visit just for the wedding ceremony (mainly from London).

JOSHUA ASTER

The players should not discover the intruder's true identity until the finale. However, both Simon and Captain Crane knew Aster whilst at Oxford. It is possible that photographs may stir the,Captain's memory.

STR14 **CON**12 **SIZ**13 **INT**18 **POW**17 **DEX**14 **APP**6 **EDU**21 **SAN**12.

Skills: Read Latin 35%, Listen 50%, Drive 60%, Anthropology 90%, Cthulhu 26%.

ASTER AS A GHOUL :

STR20 **CON**15 **SIZ**17 **INT**16 **POW**17 **DEX**12 **APP**3 **EDU**21 **SAN**00.

Skills: Drive 20%, Listen 60%.

THE SERVANTS

The characters would normally not meet the servants, but due to the odd situation this weekend it seems likely that they will talk to some of them.

Arthur Bilner

Arthur Bilner is the butler and has worked for the Ashleys for twenty years. He is never informal and knows his social position in the household. He, Mrs. Bilner and their son live in the village, but usually do not leave Bealings House before 11pm, and are at work by 7.30 next morning.

STR13 **CON**11 **SIZ**13 **INT**9 **POW**10 **DEX**14 **APP**13 **EDU**10 **SAN**50.

Skills: None relevant.

Mrs. Bilner

Mrs. Bilner the cook is a large friendly, jovial woman who was born and bred in Suffolk. She runs the household "below stairs" and does all the cooking.

STR12 **CON**14 **SIZ**13 **INT**9 **POW**8 **DEX**8 **APP**10 **EDU**10 **SAN**40.

Skills: Occult 1%.

Percy Bilner

Percy is the footman, chauffeur and general dogsbody. He is 22, still attached to Mrs. Bilner's apron strings, but enjoys the company of the other staff. He is secretly in love with Mary, and has recently declared his love to her. No other member of the household or staff know of this affair.

STR13 **CON**13 **SIZ**12 **INT**10 **POW**9 **DEX**13 **APP**12 **EDU**11 **SAN**45.

Skills: Drive 80%, Mechanical repair 40%.

Mary Fielding

Mary is the chambermaid and is two or three years older than Emily. She is practical, efficient and secretly in love with Percy. She hides their love because she is shy of the ensuing attention it might cause.

STR11 **CON**10 **SIZ**10 **INT**9 **POW**13 **DEX**14 **APP**13 **EDU**12 **SAN**65.

Skills: None relevant.

Emily Johnson

Emily is the assistant cook and maid. She is young and a little scatterbrained. The rest of the staff regard her as incompetent. She vaguely remembers Simon Ashley and has developed a crush on him during his absence, building his memory into a fictitious love affair, and Simon into a misunderstood poet!

STR9 **CON**9 **SIZ**9 **INT**7 **POW**7 **DEX**10 **APP**13 **EDU** 08 **SAN**35.

Skills: None relevant.

In addition to this assembly, the Ashleys own three dogs; two labradors and a cocker spaniel.

THE PLOT

Having set the stage and introduced the actors, let us now proceed to the drama which is shortly to unfold. When we left the players, they were changing for dinner. As they descend the sweeping Georgian staircase, they are escorted to the main sitting room (Room **2**) by the butler, where Sir Charles, Lady Ashley, Susan and the other guests (at this time Colonel and Mrs. Andrews and Captain Crane have arrived) are sipping sherry and engaged in conversation. Dinner is served at 8.00pm and finishes at 10.30pm. Use this time as a chance to let the players meet the other guests, and to find out a little about the Ashleys and their house, 'though Simon should not be mentioned until the next day. This short interval is the calm before ths storm: make the most of it. After coffee and brandy, the household retire to their respective rooms at around midnight.

At 2.30am, the player who knows Sir Charles is roused by the barking of dogs. If he listens carefully he will be able to hear faint sounds of scraping and scuffling from downstairs. If the player pauses to wake more than two people, turns on any lights that can be seen from downstairs or makes any

loud noises, then the sounds downstairs cease; the intruder has left. If a player ventures downstairs silently, he will hear noises coming from the **morning room (room 4).** Inside, a tall pale man is taking books from the bookcases and throwing them to the floor after a brief examination. When he realises that someone is watching him, his lips curl back from sharp teeth in a snarl of rage. If the player is alone and unarmed, he will be attacked by the intruder. (See intruder's stats in the relevant section). Any players remaining upstairs will hear the noise of combat, and will be roused within d4 rounds. If the player is carrying more than a poker or walking stick or is accompanied, then the intruder will leap through the open window and disappear into the night in great striding bounds, making pursuit impossible. Anybody who sees the intruder and was also at Sotherbys must roll D100; if they score under their INT×3 then they recognise the man as Sir Charles' rival bidder at the auction. A close failure means they get a sense of "deja vu" - they know they have seen the man before, but cannot place where.

The morning room is in chaos, but nothing has been taken. The window has not been prized open, but forced as if by massive strength, and if the intruder killed anyone then it seems the corpse was mauled by some kind of animal. The dogs continue to bark throughout the night.

SATURDAY MORNING

Breakfast is served at 9am and afterwards Sir Charles telephones the police (unless someone died the night before, in which case the police were called immediately). Two officers arrive to investigate.

Later on in the morning (10.00), a team of four men arrive from Ipswich to erect a marquee in the garden (where the wedding reception will be held) and this continues for most of the day. During the morning, Sir Charles will call the party into his **study (room 6)** where they may notice the "De Vermiis Mysteriis" on the table. It is unlikely that they will recognise the book for what it really is, but they should be

made aware that this is where the antique books are stored and studied. Sir Charles tells the players that he suspects that the underworld has learned of the wedding present he intends to give his daughter: a fabulous necklace containing the **Mohenjo-Daro** diamond, **The White Fire** discovered in India in 1862. The necklace bears the Indian inscription **"It is more pleasing in the sight of Shiva to give this gift than to receive it."** Legend has it that the stone has a strange curse on it. Despite that, it is very valuable, which is why Sir Charles has left it with his bank in Ipswich.

At some time during the morning, the maid Emily will start a conversation with one of the party and will try to make friends with him. She is naiieve and a little simple, but quite attractive. The player should feel that she is just 'looking for a friend'.

Lady Russell arrives by taxi just before lunch with six large cases of luggage and three hat boxes. She is outspoken and asks awkward quesitons. If the party haven't found out about Simon by supper she will probably enquire what he is doing with himself these days, and will then wonder why there is an embarrased silence.

SATURDAY AFTERNOON

The police investigating the break-in leave at 12.30 pm unless a murder was committed in which case they will stay all day. By this time, each member of the party should have been questioned by the police, who are taking the whole matter very seriously.

Lunch is served at **1.00pm** and afterwards Sir Charles asks if anyone would like to walk around the grounds with him whilst he walks the dogs. Volunteer a party member or two to accompany him and Capt. Crane. The walk allows the players to examine the pyramid; the Shiva link with the necklace may excite them, but there is no dramatic significance. Sir Charles and the Captain will discuss the events of the preceding night as they walk. Captain Crane makes a passing reference to the bad luck that seems to follow the Ashleys (refering of course to Simon's disappearance). As the walkers approach the small wood, the dogs begin to whine and seem reluctant to enter the area. Near the centre of the wood is a shallow dip in the ground (Spot Hidden to find) which emits an unpleasant smell. Nearby is an empty cigarette packet and the remains of a pigeon. Sir Charles suspects a poacher and makes a joke about the unwashed masses. The dogs, however, are very disturbed by the scent, and do not want to approach the area. This is where the intruder waited last night before raiding the house. If the players want to investigate, they are repulsed by the smell of death and decay. The rest of the walk is uneventful, lasting until 3.45pm.

A conversation between Percy and Mary (our young lovers!) will be overheard at some time during the afternoon; Percy expresses a desire to get away from Bealings and live somewhere in luxury. Mary agrees, saying "The time may not be too far off." She is actually refering to the fact that they will shortly declare their love to the world and get engaged, but the party may misinterpret her statement.

Hugh Pode arrives at **4pm.** He should strike the party as foppish and aggravating. He will be no help in any action the players take during the rest of the adventure.

Sir Charles' bank manager visits at **5.00,** just as the tent workmen are leaving, and gives Sir Charles a small ebony box. This contains the necklace, which is then hidden in **room 8,** inside the locked gun cabinet (a familiar family hiding place for valuables).

A delivery of food and champagn arrives at **6pm** from Fortnum & Mason.

SATURDAY EVENING

Dinner is served at 8pm again, and guests include Stephen Brooke-Cannon's parents and the vicar who is to perform the marriage ceremony the next day. while the whole household and two of the servants are in the dining room, the bells in the kitchen begin to ring! First one, then three or four until finally they are all clanging raucously - with the exception of the front door bell which stays silent. Sir Charles proceeds to investigate, followed by his family and several of the guests. No hoax can be found, the Bealings bells are again ringing of their own accord. Sir Charles relates the ghost story (see the description of the book in room 6). Sir Charles insists that the tale is a woeful legend of little consequence. Mrs. Bilner, pale and nervous, interrupts him. According to her, the bells will ring if there is to be a death in the household: "This is the tale told in the village, which has been here longer than Sir Charles has been in Suffolk!" Susan shrieks and runs to her room and Mrs. Andrews faints. The bells continue to ring until **10.30** when they stop one by one. The household, shaken, retires to bed at **11pm.** BY THIS TIME THE PARTY SHOULD KNOW ABOUT SIMON ASHLEY'S DISAPPEARANCE FOUR YEARS AGO.

At **12.30,** a loud knocking is heard on the front door. A minute later, the knock comes again and the dogs start howling. Sir Charles will rouse at least one of the party to escort him downstairs. He arms himself with golf club (a 5 iron), yet when the door is opened a tall, handsome man stands there, smiling. Sir Charles, nearly dropping his 5-iron, shouts "Simon!" and embraces his son. The household is roused and an impromptu celebration is held. Many comments are made on the irony of the bells predicting a death when they should have predicted a return to life family life, at least. Simon will not explain his disappearance, or how he got to Bealings, saying only that he couldn't let his sister get married without him as best man. If questioned further, he will become irritated, apologise for this and explain that he is very tired. He excuses himself and retires to sleep in the morning room.

Harry Crane, the former best man, is not upset but seems uneasy. If questioned, he will only say that Simon has "changed, and not for the better." The party ends around **1am** and everyone returns to bed.

SUNDAY MORNING

Emily the maid is overjoyed to see Simon again, and they spend some time talking. Breakfast is at **9am** and Mrs. Bilner has been up since 6am preparing the food for the reception. The wedding starts at **12.00pm:** Involve the party in the organised chaos; a good idea is to get them to act as ushers at the church (which is half a mile away). The ceremony goes without a hitch and everyone (there are over 250 guests) returns to Bealings House. The reception lasts from **1pm to 6pm;** the players feel a little 'out of place.' If any player makes a successful "Spot Hidden" roll, he will notice Sir Charles' rival bidder amongst the guests. Those who encountered him during the break-in should react accordingly if they recognised him. However, if they try to speak with him, he will disappear into the crowd in the marquee, lost to sight. Any direct conflict may upset the occasion, so the players must act with extreme caution.

If Captain Crane is encountered, he will exclaim: "Isn't it odd, the old faces you see at these functions?" He is refering to the stranger, an old Oxford friend. The Captain has been unable to talk with him. As the guests begin to leave towards the end of the afternoon, Simon takes the opportunity to disappear again.

SUNDAY EVENING

At **6.30pm,** with only a few guests remaining, Sir Charles goes to fetch his daughter's wedding present. He returns, ashen faced, saying that his cabinet is unlocked, and the necklace has gone!

Should the party remember Mary's statement from the day before and choose to investigate, Mrs. Bilner will explain how she hasn't seen Mary for a while... On investigation, the door to Mary's room is locked. Strange noises coming from within her room indicate that there is a struggle of some kind going on. Should the door be forced open, our young lovers, Percy and Mary, find that they cannot hide their love from the world any longer. Mary, hiding her embarrassment behind a

bedsheet, proclaims her innocence (regarding the theft of the jewel). Percy, dressing himself rather quickly, defends Mary and asks if Emily has been seen lately, as her clothes cabinet is open and appears to be empty.

Emily is nowhere to be seen, and her belongings seem to have vanished. The players should be trying to assess who else has disappeared; obviously, Simon is nowhere in sight. Captain Crane will suggest giving chase in an available car to try and catch 'the imposter,' believing that somebody has disguised himself as Simon in order to infiltrate the proceedings, and then steal the diamond.

After drinking since 1.00pm, the driver of the vehicle must make several driving skill rolls to avoid an automobile accident. Having done so, Emily is easily captured; she is 1 mile along the road to Woodbridge, with the necklace around her neck and a few clothes in a suitcase. She is reduced to tears when approched, and if handled with 'kid gloves' will reveal that she stole the necklace at Simon's request. He promised to meet her in Paris so that they could marry. If asked for further details of their elopement, she will only cry again and insist that Simon was making all the arrangements.

The players should return to Bealings House, with Emily, passing a car coming from the direction of the House. As they enter the grounds, Sir Charles is found unconscious, and Lady Ashley in hysterics. Between sobs, she gasps that Simon and someone else started ripping the house apart, and have just drove off in Colonel Andrews' car, clutching a book.

The car in question is the one the players have just passed on the road. It can easily be caught, as the Colonel's car is not designed to be raced. a fast chase along country lanes should follow, requiring several successful driving skill rolls. After a chase of 5 miles, the Colonel's car suddenly veers off the road and overturns. It strikes a tree and explodes into flames. Simon and his companion, now recognisable as the intruder, Sir Charles' rival bidder, are trapped within the flame-engulfed car. As the flames spread, the stranger snarls, and with a rending of metal rips the side of the car away. he stands 7 feet tall, towering over the wreckage. His skin is flaccid and deathly white, his eyes red with flame-reflected heat. He clasps a blazing object in his massive hands. Captain Crane gasps a whispered name in astonishment. The creature snarls, shakes the burning book at the group and howls. With an agonised cry, it leaps towards the car, just as the petrol tank blows. The wreck burns with a strange blue flame and a stench you will never forget.

THE AFTERMATH

With the assistance of the Ashleys and Captain Crane, the players will be able to piece together the following story:

Joshua Aster was a brilliant student of anthropology and mythology. He studied at Oxford at the same time as Harry Crane and Simon Ashley. Having left Oxford prematurely to continue his own "private studies," he journeyed to far-off exotic places. He began to supplement his occult theory with practical experiences. Among his many encounters with the supernatural, he encountered a family of Ghouls living in the black mountains of America. He lived with them for two years, protected by spells and magical symbols, until he had learned enough of their ways. He returned to London to continue his academic studies of the occult. To his horror, he discovered a macabre transformation had occured. His body had gradually become deformed, metamorphosed into a gangling, awkward-looking creature. His senses, too, were effected. He was developing an acute sense of smell, particularly for uncooked meat. He began to crave after uncooked meats and forbidden foods, until eventually, a slave to his own lust and hunger, he found himself digging at graves, as though half in a dream, searching for food to fulfil his unnatural desire. The realisation that he was becoming a ghoul was terrifying! Desperate for a cure and at the edge of insanity, he read every relevant book that he knew of. He finally found a reference that might lead to his cure; it was to be found in **De Vermiis Mysteriis.** The only existing copy that he knew of was the one he tried to buy at the auction. Failing this, presuming Sir Charles wanted this book himself, he planned to steal it.

He was unsuccessful on his first attempt, but the proximity of the arcane book seemed to precipitate his transformation. In desperation, he sought out Simon, who was hiding in London as a Marxist revolutionary, ashamed and embarrassed by his background. Aster cast a Glamour spell on Simon, a trick he had learned from ghouls searching for victims, and took Simon back to Suffolk as an accomplice. Simon persuaded Emily to act as a decoy by proposing to her. In the panic caused by the diversion over the theft, Simon and Aster were relatively free to search for the arcane volume. The hours that passed, and the close proximity of the book took it's toll on Aster: His transformation into the creature he became took place during the car chase. Realising the book would be of no avail, he spent his last moments of sanity by crashing the car. Simon died outright.

HISTORICAL NOTE

The prophecy of the bells was fulfilled with the death of Simon in the car crash. Susan and Stephen Brookes-Cannon had a happy marriage, despite it's traumatic start. Sir Charles sold the house, after disconnecting the bells, and it was later bought by Captain Crane, who lived in the house until recently. The bells haven't been heard in Bealings House since.

Although the events and characters are fictitious, the village of Bealings, Bealings House and the story of the Bells, do exist. Further information can be obtained from Major Moor's book described in Room 6; in "Poltergeist Over England" by Harry Price (published 1945); or in any authorative text on British Ghosts.

NOTES ON PLAY

This scenario is intended to be run on a single storyline basis, ie. The players should be encouraged to follow the plot as outlined above. However, as with any role-playing game, a certain amount of flexibility should be allowed for. For example, should the players wish to steal the diamond necklace, several consequences may arise:

1. The players will be interrogated by the police. If found in possession of the diamond, they will be prosecuted and jailed.

2. Selling the diamond is quite difficult; firstly the players must find a buyer who is very rich, and not too scrupulous (The White Fire is famous amongst jewel dealers). Possibly the underworld or the communists might be interested, but this would endanger the players, leading to a seperate adventure altogether.

3. The White Fire curse will befall anybody attempting to sell it. Giving it away is fine (see the inscription on the stone, **Saturday Morning).**

If the players decide to steal the book, they will probably succeed. However, Joshua Aster would then try to retrieve it from the players! Again, this could lead to several different adventures.

Several other events might cause the players to intervene in the plot. Aster could be shot as he escapes from the window during his first attempt. This shouldn't kill him, merely slow him down. If captured, he is represented as a half-mad, deformed wretch who should be institutionalised. The Keeper should have him escape at some time, and seek out his revenge on the players during the wedding.

To conclude, Bealings House, its inhabitants, folklore and legends, could be used as a base for the players, regardless of the outcome. Sir Charles occult/Cthulhu interests could be propogated by the preceding events. He may wish to explore further some of the myths surrounding his Indian paraphenalia, possibly allowing excavation of the pyramid. Alternatively, the house could be used by the players as a meeting house, a library, or a business address if they wish to become 'occult investigators,' with Lady Bealings as their secretary.

PSYCHOLOGY IN GAMES:

An intelligent discourse
by Ste. Dillon (B.Sc.!)

You're probably all aware of the relevance of psychology in games, but if you're not I'm about to tell you (O.K., I was going to tell you anyway). The basic facets of psychology that I want to discuss are; Motivation, Personality, Learning theories, Information Processing and Psychoanalysis. These factors are important fundamental considerations when dealing with characters in a role-playing game, as well as with players themselves.

MOTIVATION -

Motivational aspects are a crucial feature of role-playing games; motivation determines why a PC chooses to be a monk, why he opts to act in a 'goodly' manner, or why he is a beer-swilling SOB. Is this because of his religious persuasion (or lack of)? Is it due to the roll of a dice or the constraints imposed by a game system? (eg. alignment in AD&D, cult affiliation in RQ., mood in Cthulhu). Alternatively, is it because of the controlling player's motivations - the strong incentive to get the first kill, to earn experience points, acquire treasure or magical items, or the chance to learn from successful use of a skill? If a character behaves because of the **player's** motivation, then I would consider this **poor** role-playing. After all, when reading a novel, would we expect the star to act exactly as **we** would, even if it was 'out of character', thus ruining any credibility that the author may have bestowed upon him? Rather, we would expect him to act upon the beliefs, values and incentives of his character, influenced by his own greed, lust, religion or whatever. Many people solve this problem by instilling their own sense of values, their own motivations and personality, upon the PC. This is O.K. in theory, but the problem arises when this PC is 'removed from play', ie. DEAD. He is then replaced with a 'clone' personality with different physical attributes and weaponry, but played exactly the same as the last guy. God preserve us from monotony!

The term 'motivation' is often confused with the term 'incentive', the difference being that an incentive is a quantity or quality possessed by a goal or objective. For example, if Griznav the chaotic was feeling rather peckish, the unfortunate Hobbit at the back of the party would have a high incentive value; Griznav wants him (no, Mrs. Whitehouse, not like that!). Griznav's motivation, however, is an internal quality such as hunger, greed, lust, or a need to kill. It is important to realise that incentive values may change depending upon the strength of the motivation, eg. if Griznav had eaten a couple of Hobbits and a goblin, the

former tasty morsel at the back of the party would lose his appeal to Griznav's stomach. He may still want to kill our hobbit anyway, out of a bloodlust or sense of duty, but not because the referee decides that Griznav is ALWAYS hungry for hobbit. If he has over-indulged already, the site of one more Hobbit may make him feel slightly **green** (I base these theories on past experience!! Burp.). From this graphic explanation, I'm sure that you all appreciate the effects of incentives and motivations on the actions of PC's and NPC's alike.

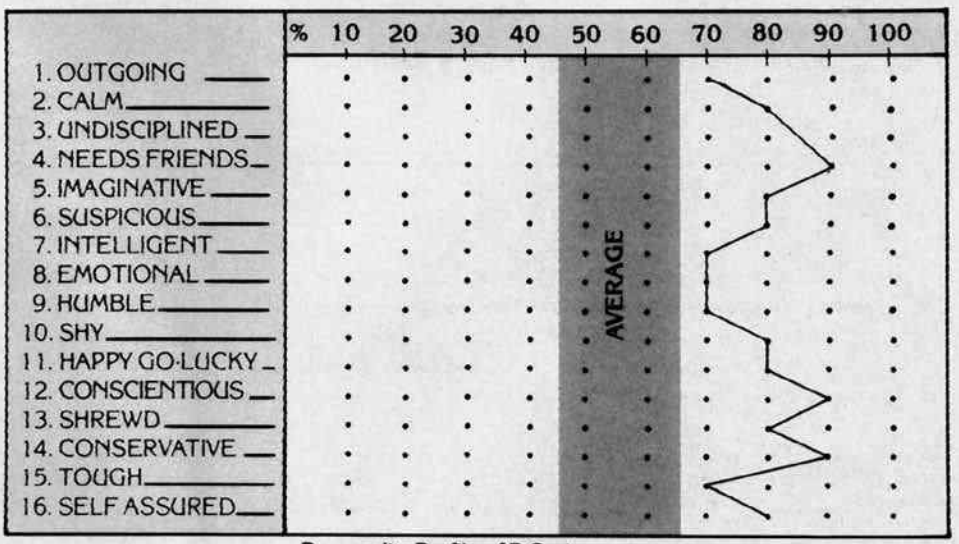
PERSONALITY -

This constitutes the psychological make-up of a character. In assessing a character's personality, we get a good estimate of how he would behave under normal circumstances, how well he relates to other PC's in the party (or NPC's come to that). We can also estimate what type of activity he likes and dislikes. For example, a character who is an introvert may shy away from excitement, taking few risks and prefering a comfortable place in the middle of a dungeoneering party. An extrovert, however, would prefer to be right in the thick of things, up at the front kicking down doors and screaming 'one for the Shire!!' Your PC should normally behave according to whether he is extrovert or introvert, but under exceptional circumstances should be allowed to behave otherwise.

An illustration of this is the introvert who is suddenly confronted with danger, with no place to hide and nobody else to rely on. He may find a sudden surge of primitive aggression and run hell-for-leather, screaming down the corridor to charge at his foe.

The main personality factors, extroversion/introversion are fairly stable throughout a character's life, despite these momentary personality changes, and by developing your character's personality, you get to know him better. You also discover that you can role-play him better, knowing what **his** reactions would be under most normal circumstances without relying on your own reactions. When beginning play, however, it is advisable to write down the character's personality as a set of statistics (see Fig. 1). When you need to decide how he should react to a particular situation, roll a D-100. If his sociability score is 9, for example (a very likeable guy who likes being with people), and we roll a 90 or above (ten times the personality score), then he is obviously in an unsocialable mood and prefers his own company today. This can have remarkable consequences at critical moments during a game. Example: UGBERT the unshakeable with a CALM score of 9, is instructed to barter with OLGA the fiery breathing, goblin-eating, schizophrenic Red Dragon, for the release of PIPER the puny. Normally our hero would walk right up to Olga, look her in the eyes and demand the release of Piper. Today, however, the referee decides to test UGBERT. His player rolls 96 - oops! A failure. Olga is unimpressed by Ugbert's wavering bravado. She is relentless and decides to singe Ugbert, and eats Piper the puny for good measure. Ugbert appears to be shaken by this...

Next issue, I will utter certain archaic mumblings concerning theories of learning, if you have the stomach for it.



Personality Profile of P.C.s in games.

PLATOON 20
Modern Wargames Figures

OVER 450 FIGURES PLUS VEHICLES AND ARTILLERY

EAST FRONT
ARNHEM
ARDENNES
MIDDLE EAST
FALKLANDS
VIETNAM
AFGANISTAN
PLUS
MODERN U.S.
AND
SOVIET FORCES
OF TODAY

SEE OUR STAND AT SALUTE 86

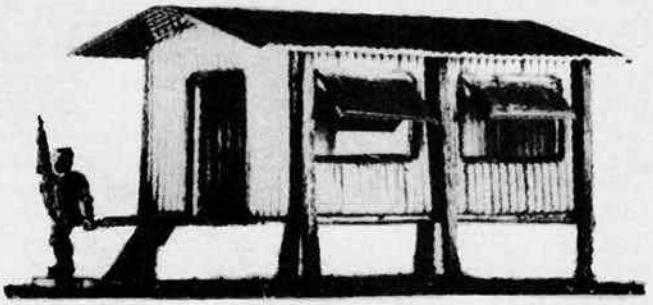
S.A.E. FOR ILLUSTRATED LISTS

MODEL FIGURES & HOBBIES
LOWER BALLOO ROAD, GROOMSPORT,
CO. DOWN BT19 2LU. NORTHERN IRELAND.

NEW NEW NEW NEW NEW

PLASTIFORM

PLASTIC BUILDINGS, EMPLACEMENTS
AND TERRAINE SECTIONS
FOR 15mm AND 25mm FIGURES



VIETNAM HUTS AND HOOCHES

S.A.E. FOR FULL LIST
TRADE ENQUIRIES WELCOME

NEW!

SEE US AT
SALUTE 86

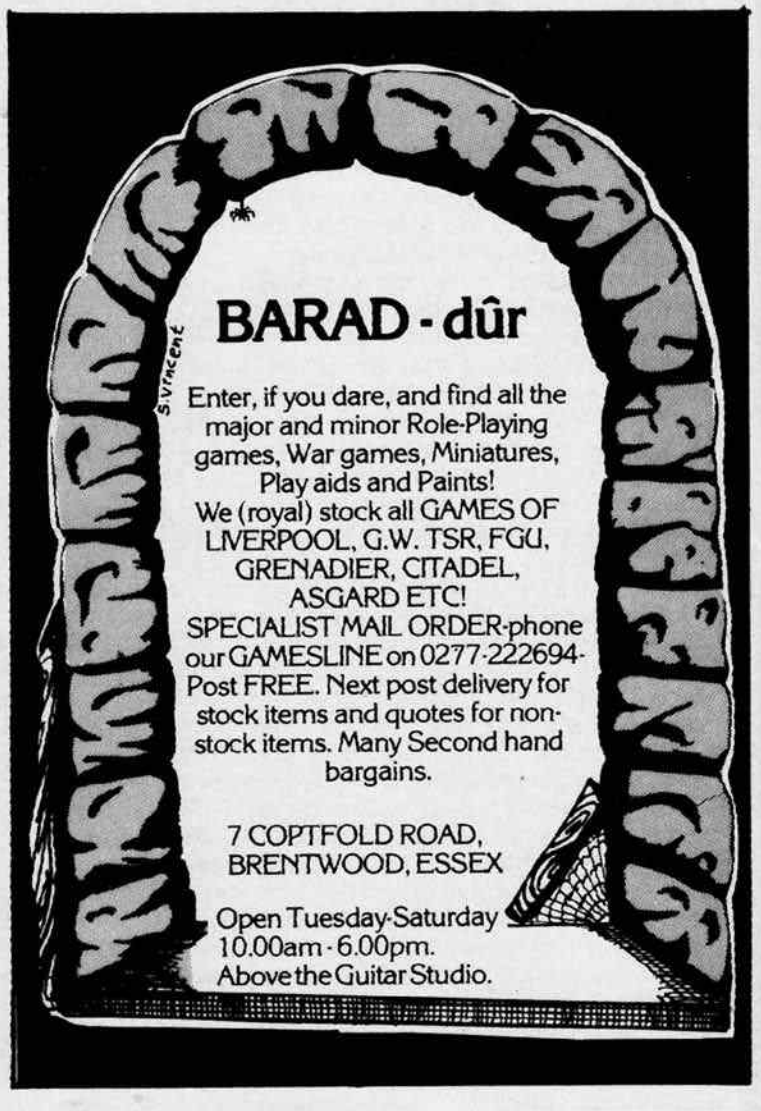
PLASTIFORM
31 MEADOWVALE DRIVE
BANGOR CO. DOWN
BT19 1HP
NORTHERN IRELAND

Games Unlimited
Wish
Adventurer

All the best
for
Edition One
& good luck
in the future

"Keep Your eye on it!"

2 CASTLE STREET. KINGSTON U.T.
01-549 6486


BARAD - dûr
S.Vincent
Enter, if you dare, and find all the major and minor Role-Playing games, War games, Miniatures, Play aids and Paints!
We (royal) stock all GAMES OF LIVERPOOL, G.W. TSR, FGU, GRENADIER, CITADEL, ASGARD ETC!
SPECIALIST MAIL ORDER-phone our GAMESLINE on 0277-222694-Post FREE. Next post delivery for stock items and quotes for non-stock items. Many Second hand bargains.
7 COPTFOLD ROAD,
BRENTWOOD, ESSEX
Open Tuesday-Saturday
10.00am - 6.00pm.
Above the Guitar Studio.

ALCHEMY metal-wear

THE REAL THING - HIGHLY POLISHED PEWTER BUCKLES, EARRINGS, RINGS & PENDANTS (on 17" chain). PLUS MORE.

*NEW ALTERNATIVE FINISHES
SELECTED PEWTER ITEMS ARE PRESENTLY AVAILABLE IN DIFFERENT FINISHES WITH PENDANTS ON MATCHING CHAINS (STATE WHICH)
(P) POLISHED PEWTER
(A) ANTIQUE BRASS
(B) BRONZE

N.1 THONG
Black leather 1m thong with pewter slide fastener (for pendants)
£1.25
(not shown)

NEW

A.2
DRAGONSLAVE BANGLE
(solid polished pewter)
£11.99

P.12
ANKH PENDANT
*(P) **£3.99**
(A) **£4.99**
(B) **£5.50**

P.11
DOUBLE AXIS PENDANT
*(P) **£3.99**
(A) **£4.99**
(B) **£5.50**

GUARDIAN SWORD
P.21 pendant or E.11 earring
£3.99

P.4
SERPENT PENDANT
*(P) **£3.99**
(A) **£4.99**
(B) **£5.50**

P.7
THOR'S HAMMER PENDANT
*(P) **£3.99**
(A) **£4.99**
(B) **£5.50**

P.14
RAMSKULL PENDANT
*(P) **£3.99**
(A) **£4.99**
(B) **£5.50**

DRAGON
P.25 pendant or E.19 earring
£3.50

MORNING STAR
P.20 pendant or E.8 earring
£4.50

COLD MOON
P.27 pendant or E.21 earring
*(P) **£3.50**
(B) **£4.99**

DRAGONS CLAW with AUSTRIAN CRYSTAL ORB
P.13 pendant or E.20 earring
£4.99

NEW

E.23
THE ALCHEMIST earring (with black rose)
£3.50

P.5
LOVEHUNTER pendant
£3.99

P.23
GUARDIAN two tone pendant SNAKE
*(A) **£7.99**
(B) **£7.99**

P.26
THE ALCHEMIST two tone pendant (with black rose)
£4.99

NEW

STRAT GUITAR
P.18 pendant or E.18 earring
£2.99

PISTON BROKE
P.15 pendant or E.15 earring
£2.99

E.9
SKELETON EARRINGS
*(P) **£3.99**
(B) **£5.50**

P.6
OVERKILL pendant
£3.99

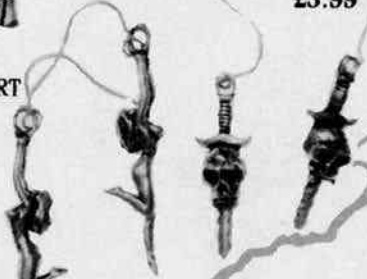
E.4
ANKH EARRING
£3.99

P.8
CELT'S CROSS PENDANT
£3.99

E.3
RITUAL DAGGER EARRINGS
£3.99

B.4
MEDUSA 1½" BUCKLE
£7.99

WINGED HEART
P.28 pendant or E.22 earring
£2.99



BLACK LEATHER 1½" BELTS
(without buckle)
Sizes: L,M,S.
Plain Belt
£3.50
2 Row Studded
£4.99

R.6 PEWTER DEATH RING
£4.99

RING SIZES
X Small N
Small O
Medium T
Large W
X Large Y

FAST MAIL ORDER
- POST & PACKING (ANY ORDER) **60p**
- CHEQUES AND P.O's MADE PAYABLE TO **RIEDER DESIGN LTD**
- ILLUSTRATED LIST SENT WITH EVERY ORDER, OR SEND S.A.E. *PLUS* EXTRA 17p STAMP.

RIEDER DESIGN LTD
5, BRAUNSTONE GATE
LEICESTER LE3 5LH
TEL (0533) 549182
TRADE ENQUIRIES WELCOME

COLOUR CATALOGUES
APOLOGIES TO ALL OUR CUSTOMERS WHO HAVE SENT PAYMENT FOR THE NEW CATALOGUE. REPEATED PRODUCTION PROBLEMS HAVE UNFORTUNATELY FORCED LONG DELAYS. WE WOULD LIKE TO ASSURE YOU HOWEVER, THAT YOU WILL BE THE FIRST TO RECEIVE THEM WHEN READY.

RIEDER'S AXE.

Leicester's specialist.

OPEN: TUES-SAT, 9·30-1· & 1·30-5·30

FOR

ADVANCED DUNGEONS & DRAGONS. ALCHEMY METAL·WEAR. CITADEL. DUNGEON DWELLERS. D&D. AVALON HILL. MAGAZINES. DICE. TORCHLIGHT. SQUAD LEADER. AMBUSH. MIDDLE EARTH. OSPREY. BATTLES. UNIFORMS & WEAPONS BOOKS. WARHAMMER. TRAVELLER. GDW. VICTORY GAMES. CALL OF CTHULHU. RUNEQUEST. ROLE-AIDS. GRENADIER. IRON CROWN. STAR TREK. AFTERMATH. TUNNELS & TROLLS. WRG. CAR WARS. CRY HAVOC. PLAKA PAINTS. DUNGEON FLOOR PLANS. TSR. MOROW PROJECT. TORTURED SOULS. CHIVALRY & SORCERY. STEVE JACKSON GAMES. FIGHTING FANTASY. BUSHIDO. FGU. GIBSONS. DUNE. FANTASY JIGSAWS. ROLEMASTER. HARN. BLANDFORD. POITER. HEAVY METAL BADGES. SPORTS. BUSINESS & LEISURE GAMES. SIMCAN. TRADITIONAL GAMES. SSG. SKYTREX RULES. TABLETOP GAMES. STANDARD GAMES. SPACE OPERA. ARTISTS MATERIALS. JUDGE DREDD. SCI-FI BOOKS. FANTASY ART BOOKS. PRINCE AUGUST. JUDGE DREDD. GOLDEN HEROES. MARVEL SUPERHEROES. MAYFAIR GAMES. LASERBURN. & MUCH MORE.

Rieder Design Ltd.

5 Braunstone Gate. Leicester.

telephone (0533) 549182

gremlin miniatures

OC1 Chieftain	50p	OC19 Wolf rider with 2-handed weapon	£1
OC2 Standard	50p	OC20 Wolf rider with 2-handed weapon	£1
OC3 Drummer	50p	OC22 Wolf rider with sword (WF1)	£1
OC4 Shaman	50p	OC23 Wolf rider with sword (WF2)	£1
OC5 Champion	50p	OC25 Wolf rider lancer (WF1)	£1
OC6 Archer firing	50p	OC26 Wolf rider lancer (WF2)	£1
OC6a Archer firing bareheaded	50p	OC28 Wolf rider with mace (WF1)	£1
OC7 Archer kneeling	50p	OC29 Wolf rider with mace (WF2)	£1
OC8 Archer loading	50p	OC31 Wolf rider archer (WF1)	£1
OC9 Crossbowman firing	50p	OC32 Wolf rider archer (WF2)	£1
OC10 Crossbowman kneeling	50p	OC34 Wolf rider chieftain (WF1)	£1
OC11 Crossbowman loading	50p	OC35 Wolf rider chieftain (WF2)	£1
OC12 Sword & Shield	50p	OC37 Warlord	50p
OC13 Axe & Shield	50p	OC38 Warlord on skull throne	£2.50
OC14 Spear & Shield	50p	OC41 2 Orc, 2 Wolf chariot	£3.95
OC15 Mace & Shield	50p	OC42 3 Orc, 4 Wolf chariot	£4.95
OC16a Dagger & Club	50p	OC43 Warlord's chariot	£5.95
OC16c Axe & Dagger	50p	OC44 Catapult & 3 crew	£1.80
OC16e Axe & Club	50p	OC46 Seige tower & 4 crew	£15.00
OC17a Battleaxe	50p	OC47 Battering ram & 6 crew	£15.00
OC17c Poleaxe	50p	OC68 Wounded orc	50p
OC17g 2-Handed sword	50p	OC69 Dead orc	50p
OC18 Discipline master	50p		

MAIL ORDER TO THE MODEL SHOP:
PLEASE ADD 10% (Minimum 30p)
OVERSEAS 30% (Minimum £1.00)

ACCESS & VISA CARD HOLDERS WELCOME

HOBBY CENTRE
187 HOXTON STREET
LONDON N.1.
TEL: 01-739 8393

THE MODEL SHOP
190 STATION ROAD
HARROW, MIDDLESEX
TEL: 01-427 0387 - 01-863 9788

FANTASAM DESIGN

ARTWORK
Stationery
Posters

Send a large S.A.E plus 50p for catalogue.

FANTASAM DESIGN
9 Hangover House
Gambles Lane
Ripley
Surrey GU23 6HL

Make tracks to The GAMESKEEPER

105 Cowley Road, Oxford

Telephone: (0865) 721348

THE GAMESMASTER

SCOTLAND'S PREMIERE HOBBY STORES

EDINBURGH
13 Forrest Road,
Edinburgh. EH1 2QH.
Tel: 031-226 3354

GLASGOW
536 Great Western Road,
Glasgow. G12 8E2.
Tel: 041-334 1583

YOUR GATEWAY TO ADVENTURE

How to become a Method Role-Player

by S. Rawlinson

Earlier this century, a Russian called Constantin Stanislavsky created what actors call 'The Method'. Actors who used his method of improvement came to be called **Method Actors,** so I guess that I am now going to tell you how to become a **Method Role Player.** If you try it, it really does help your role-playing and you will find that the game becomes more of an experience than a game. Your game becomes much deeper, and more interesting.

The Acting Method

In its very basic form, method acting is finding out as much as possible about the character that you are about to play. This includes the walk, the talk, hand movement during speech, **EVERYTHING.** Then, after careful study of the character, the actor will spend up to an hour in concentration, convincing himself that he is that character. When he performs, utmost concentration is needed to maintain that character's feelings. Things like speech, and hand movements come naturally, because you are convinced that **you are** that person.

Since there are obvious strong links between role-playing and acting, I have tried to convert his method to role-playing.

The Role Playing Method

In many role playing groups, characters are not so much personalities as bits of paper with numbers on them. One reason for this is that, unlike acting, your are not given a character, you have to **create** your own. For **the method,** we must look at a character as a person rather than a sheet of paper.

Character Creation

In most role playing games, characters are not created, but congealed. You roll a few dice, and hey presto, there she/he is. For **the method,** we must do things the other way around. Instead of rolling the stats, then making the character, create the character, then fill in the stats.

Right, start off with what the character looks like. How is he dressed? (This may depend largely on background). What would the first impressions be if somebody who hadn't seen this character before met him? Then, for a few minutes, get inside that character, and BECOME him. See what he thinks, what is his outlook on life? What is his background? If you can, live out that character for a couple of hours, like you probably did when you were about seven years old. (I actually believe that you have a greater imagination at that age).

When you have done all this, then you will have as great a knowledge of your character as you are likely to. Now, get into your character again, and grab a character sheet. Write down what you **honestly** think the requisites of your character should be. Your GM may wish to be present while you do this, to discuss it with you. He should remind you that having a wonderfully strong, intelligent, fast, dextrous character does not make a good role player; good acting does. Along with his abilities, note down anything you feel may be relevant about your character. It is not a good idea to try to play more than one character at a time, not even in separate campaigns with separate groups, unless you are highly experienced at character role-playing.

As an example, I will take a well known character and translate him into game terms. You will notice that because he is so well known, despite being turned into a series of figures, you still would play this character as his personality rather than as a collection of numbers. This is what you must do, only to a greater extent with your own characters. (Toon system used here).

Name: Bugs Bunny. This is reasonably easy, even for the most inexperienced player.

Species: Rabbit. Again, this shouldn't tax your brain cells too much.

Natural Enemies: Hunters, Foxes. The Hunter often comes up in cartoons, (remember that little guy with the rifle, no hair, and a speech impediment) and foxes are fairly obvious enemies.

Beliefs and Goals: The easy life for me. If that means out-smarting people, then so be it. This seems to me to be Bug's outlook on life. Now onto the actual stats...

Muscle: 2. This is a mark out of 6. Bugs is not very strong, he doesn't need to be. The following are all marks out of nine, and are all subdivisions of the attribute. Break down Door: 4; Climb: 2; Fight: 4; Pick Up Heavy Things: 2; Throw: 3.

Zip: 4. Rabbits in general are quite fast, although Bugs seems not to run too much, hence the moderate mark 4/6. The following are all out of nine and are subdivisions of **Zip:** Dodge: 4; Drive Vehicle: 4; Fire Gun: 4; Jump: 5; Ride: 4; (I have never seen him ride, though); Run: 6; Swim: 4.

Smarts: 5. Bugs is no fool. His intelligence is obviously high. Subdivisions: Hide: 6; Identify Dangerous Thing: 8; Read: 9; Resist Fast Talk: 8; See/H/S: 7; Set/Disarm Trap: 7; Track/Cover Tracks: 6.

Chutzpah: 6. This is out of 6. Chutzpah is a measure of nerve, which Bugs certainly has plenty of. Subdivisions: Fast Talk: 9; Pass/Detect Shoddy Goods: 6; Sleight of Hand: 8; Sneak: 8.

Shticks: Quick Change/Disguise at level 8. This is a mark out of twelve (ie. he must roll 8 or under for the shtick (super-power) to work, on a 2d6).

Character-Playing

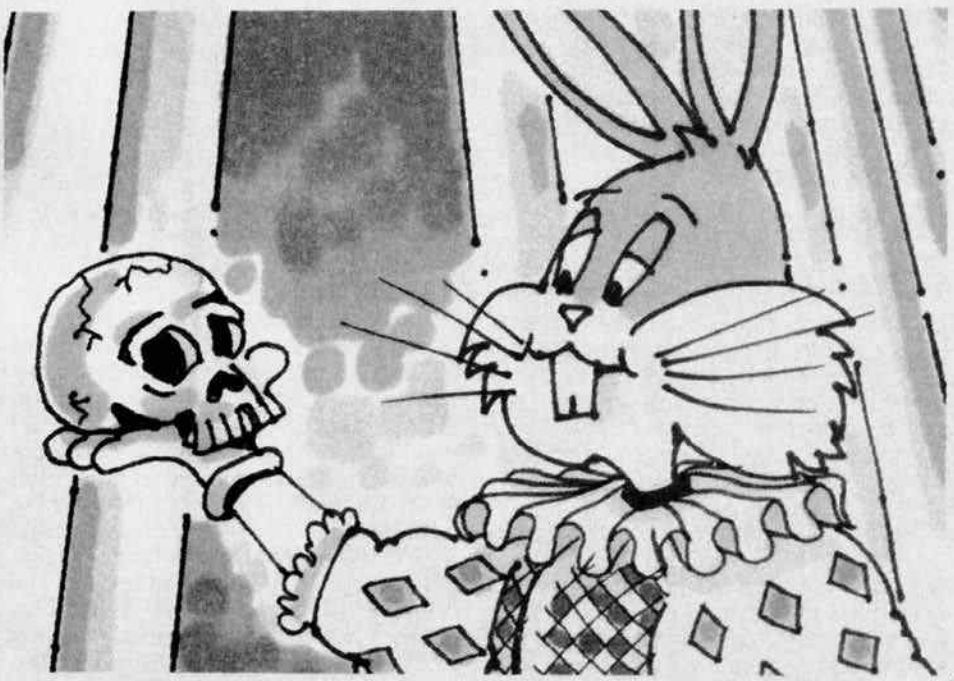
Now you have your character. The process of generation should take one day, or thereabouts. It is not true to say that this time becomes shorter the more you do it, on the contrary, the better you get at it, the more time you will want to spend. Make sure you have a very in-depth idea of who your character is.

Before you start play each time, spend about ten minutes going over the character, and remembering the two hours you spent acting him out, and get inside him once more. As the scenario is running, keep inside that character, and react exactly as your character would. Because you have spent a lot of time over his creation, you will not want to let him die, and this can only be a good thing because he wouldn't really want to die either! It raises the value of life in role-playing games, which at the moment is very low, since with the present system you can simply roll up another character in minutes.

The first time you play, (presumably with others using this method) don't tell each other what your alignments or beliefs are, and at the end of the first game try and guess each other's alignments. The person who has his character's alignment guessed correctly the most times has in my opinion been the most successful character-player. Another little game to play throughout a campaign is this: Draw out a large version of the alignment diagram, or an equivalent for a non-alignment game, and give it to your GM. Get the GM to choose one coloured drawing pin for each player, and put it into his/her character's alignment. When a character does something out of alignment, move his drawing pin away from his alignment, towards the alignment most suited to that behaviour. When he does something **in** alignment, move it **very slightly** back to his alignment. The most successful role-player is the player who's drawing pin is nearest to his character's alignment. If you play a game without an alignment system, then why not incorporate one while you are beginning the method.

After a while you can stop the alignment game, and scrap alignment altogether if you feel so inclined, just so long as you remain in character. When your character dies, as it inevitably will, create another one, with a completely different make-up, and see if you can **method role-play** him equally well.

— — — — — — that's all folks — — — — — —



BLOOD LOSS

by Paul Evans

Engaged in mortal combat against the many-headed Hydra, Jason's limbs are repeatedly slashed by the swords of Ethelred the chaotic, desperate to cut Jason away from the fight so that he could 'have a bash', thus earning several experience points himself. Jason, with 72 hit points remaining, battles on, undaunted by the torrents of blood gushing from his arms and legs... so every FRP adventure has it, high level characters battling on regardless of blood loss. Paul Evans, editor of the **Balrog Banter** fanzine, offers a systematic procedure to account for blood loss during combat:

Blood is a vital commodity to all characters, and any great loss of it should be taken very seriously. Blood is responsible for the transport of oxygen around our bodies in the form of red blood cells, as well as the defence of the body from invading micro-organisms by the white blood cells. When all this is considered, one begins to realise just how our characters may suffer if they incur blood loss.

Calculating 'Blood Points'

In my opinion, the best way to represent blood loss is to give blood its own characteristic value, totally independent of hit points. This value will differ from character to character, and so the way of calcualting how many blood points (BP's) your character has is as follows:

1. Add the character's Strength and Constitution together.
2. Roll a D10 and add this score.
3. Add an additional point for every level of experience the character is over 3rd. (% terms; for every 10% combat skill over 30%). This reflects the body's adaptability to blood loss through circulatory responses and the body's own healing.

Obviously, those characters with high STR and CON have the best chance of getting a high total since they are the fittest, and are more likely to be the fore-runners of the party, at more risk from blood loss.

How are Blood Points Lost?

There are a number of ways to lose blood: maybe you're still bleeding from a nasty sword wound in your last battle, or you are currently in deadly combat with a swarm of Vampire Bats, one of which has attached itself firmly onto your neck and is feasting on your red corpuscles! The following list details some of the more common causes of blood loss, with an indication of the severity of the injury.

Slash - bleeding will occur almost immediately from any slashing weapon such as a sword, and will continue until cured or bound. For every 'hit roll' exceeding 15, a deep wound has been scored and blood will be lost in greater quantities. For the first 2 rounds after the wound, 2 BP's will be lost, and for each round thereafter, a further 3 BP's will be lost until the wound is treated, bound or magically cured. Axes will probably cause deeper wounds, causing 2 BP's to be lost after the first round, and a further D4 points for each round thereafter until treated.

Penetrating - A crossbow bolt or an arrow would usually penetrate it's foe. For most hits by a bolt or arrow, D2 points should be lost each round from bleeding, until it is removed and the wound treated. With bolts causing critical damage (hits over 17), a very deep wound would cause D4 points per round until attended to. Removing bolts and arrows, of course, would result in a greater blood flow initially (D4/D8), as the hole is 'unplugged'. Such wounds must be quickly bound or healed, to avoid a steady loss of D4/D8 BP's per round.

Bludgeoning - There is less chance of external bleeding incurred from non-sharp weapons for obvious reasons, but severe clubbing will eventually lead to a loss of blood. For every hit roll made with a score over 15, the wound will begin to bleed, and D3 BP's will be lost for each round thereafter, until treatment is given. There is also a strong danger of haemorrhage (for every hit roll over 15, there is a cumulative 10% chance that the victim will suffer 2D10 BP's through internal bleeding/haemorrhage).

Ripping - With claws or teeth, several small teeth would have the same effect as a slash. depending upon the size of the claws/teeth, only 1 point would be lost in the first 2 rounds, and 2 points each round thereafter.

Bloodsucking from small creatures - This applies to all small blood-sucking creatures of dog-size or less, eg. vampire bats. Once attached to a suitable anatomical location, these creatures may suck you dry if unattended to! For each round after they attach themselves, they will be preoccupied in extracting blood, draining D2 BP's per round. If badly injured, it may dislodge itself or flee. For the following 2 rounds, the wound will continue to bleed, causing a further loss of D2 points per round - such is the ferocity of blood-sucking creatures!

Blood-sucking from large creatures - This means animals larger than dog-size, eg. Vampire in wolf/human form. Being larger than the previous example, these creatures are capable of sucking a lot more blood at a much greater speed! For every round after the beast has attached itself, it will succeed in drinking D6 blood points per round of attachment, until detached or fulfilled. In the case of a vampire seeking a new servant, blood will only be sucked for a couple of rounds - if the creature is particularly thirsty, then I'm afraid it's not your day! For each round after the creature is detached, the wound will continue to bleed at D3 points per round, until treatment is applied.

Falling onto dangerous items - This unlucky occurence may cause damage ranging from a slight graze requiring a Band-Aid plaster to a deep cut causing considerable blood loss. If a character falls on something sharp, roll a D20 and adjust for the following modifiers:

+1 for every 10 feet fallen.
−1 for every Dexterity point over 15.
+1 for every Dexterity point below 6.

If a score of 16 or over is recorded, then the wound is a deep one and bleeding will begin. The unfortunate character will lose 1 BP per round after the fall until the wound is cured. It will heal after 4+D10 rounds anyway. This type of wound is most likely to be caused by ill-fate rather than design or malice, hence the wound is small and blood loss minimal. Of course, this does not apply to falling on spike pits, etc. designed to do actual physical damage as well as causing a considerable loss of blood.

The Effects Of Blood Loss:

A great loss of blood may be short term or terminal - usually a few weeks rest and a wholesome, iron-enriched diet should suffice in restoring colour and vitality to the injured character.

Number of Blood Points left	Effect
11 or more	No ill effects.
10 or less	Slight weakness will be felt; 1 point of CON will be lost until B.P. is restored to 10 or above.
8 or less	The character will feel quite weak and will easily get tired. 1 point of STR will be lost until the points are restored. Generally feels weak in combat and would do well to avoid it as much as possible.
6 or less	This person would feel feeble in strenuous circumstances: A further 1 STR and 1 CON will be lost, and the person will be at −2 to hit in combat due to loss of fitness.
4 or less	This person will feel very feeble and will try to avoid anything strenuous (eg. combat) at all times. He will be at −4 to hit in combat, and will lose a further 1 point of STR and CON, and 2 points of DEX. Carrying anything heavy will be a struggle, even his own back-pack.
3 or less	Looks and feels like the living dead! STR and CON must be reduced to a score of 4, DEX to 6. Combat will be impossible, and walking will also be very difficult.
2 or less	So much blood is lost that the character loses con-

	sciousness. He must have medical attention within the next 2 turns or will slip into a coma.
1 or less	This character is comatose. If medical attention is given within 3 turns, there is a 50% chance of survival, otherwise death will follow..
0 or less (!)	Unfortunately, this character has lost so much blood that he will die.

The above effects are cumulative short-term effects. If 5 or less Blood Points are reached, a long-term illness may also develop. The referee may decide exactly what illness ensues, but it should be a blood-related illness such as anaemia, leukemia or haemophyllia, or a penalty such as a permanent loss of STR or CON, or even forced retirement.

Restoring Blood Points:

The restoration of blood points usually takes some time and involves rest. For each full day of rest, 2 B.P's will be restored - unless your total went below 6, then it will take at least an additional week of rest until any points begin to be restored. A **bless** or **cure light wounds** spell will cure an additional 2 points each day it is cast, while **a cure serious wounds** spell adds 3 points per day.

Summary

It is very important to note that blood points should be kept totally seperate from hit points, and that a single blow may do damage on both hit points and blood points. If you're a referee, point out to your players how serious his condition is if blood is continually being lost - although this rule may indeed kill characters, it is in fact designed to simulate combat more realistically: who's ever heard of a sword wound that doesn't bleed? In all, the rule is here to be enjoyed, abused or toyed with, but not to be ignored. If you feel that this article has taught you to consider the effects of combat in a more realistic way, then I feel it has succeeded in its objective; to make people **think** whilst FRP'ing.

Further notes on blood loss:

This section has been written to point out some of the other considerations when dealing with combat. For example, blood is messy is it not? Any character suffering blood loss will also stain his clothes, thus requiring a trip to the cleaners if the individual is at all endowed with the gift of cleanliness. Also, blood will stain the floor of a dungeon, allowing the character to be tracked quite easily through smell and sight. If combat occurs within the confines of a civilised abode, or the injured party is taken to a hostel, dripping blood over the new furnishings, won't the Innkeeper or bartender be somewhat annoyed? (Referees, I can hear your minds ticking away!). Also, by way of example, an assassin who steals away from a public place and is smeared with wet blood upon his return tends to detract from his otherwise acceptable alibi!

Mommy, what is a Fanzine?

Amidst cries of "Sacrilege! Boo! Hiss! How dare he suggest that somebody out there doesn't know what a fanzine is!!", I decide to put my neck firmly in the rope and write this article anyway. Don't forget, all you fanzine editors with 10 years of gaming experience, there are newcomers to the gaming hobby all the time, and ADVENTURER hopes to continue this trend by introducing more and more people to the hobby. To do that, we have to explain a few of the gaming terms known only to the elite.

Lesson 1: What a fanzine is. A fanzine is a magazine, usually smaller than ADVENTURER and most other magazines. They are written by groups of individuals who protest that the professional magazines are not supplying adequate gaming material, and they feel they have a divine right to correct this shortcoming by producing their own 'zine (as we like to call them!). Usually, the 'zine will contain chat about games, conventions, other fanzines and rock music (and pubs!). Some fanzines even produce hardware (a chic name for scenarios!). Some cover postal gaming, in fact many are simply extensions of a postal gaming campaign report. Fanzines basically consist of anything that the editorial staff want to put in. Hence we see political discussions, fanzine feuds (a curiously addictive pastime which makes for compulsive reading, whereby one or more fanzine editors hurl derisive comments about each other!). There are as many styles to editing a fanzine as there are ways in running a role-playing game. They are also often humorous, though the humour can be a base, vulgar nature verging on the immature. Usually, though, if you appreciate 'pub jokes' and bawdy, riotous sarcasm, then you will enjoy reading fanzines. Personally, once I pick up a good issue, I can't put it down until I've extracted all the sarcasm, all the weird and wonderful philosophy, phraseology and phenomenology (?) I can, and then I turn to the 'funnies' page. Most of all, the best way I can describe a fanzine is to tell you to go out there and buy a couple. Most are worthy of the cover price, if only out of respect to the hobby, then you can make up your own mind as to their true value.

Lesson 2: What a fanzine isn't.

A fanzine is not a professional magazine. In saying that, I don't mean that the quality of the artwork and the content is inferior. What I do mean, is that the editor usually makes no profit (often running at a financial loss). There are usually no advertisements in a fanzine, with the exception of a few more commercially-minded 'zines. Also, they are usually presented as either a photocopy of varying quality, of printed by a word-processor to give a more professional appearance. Titles may be either letraset stencils, computer-produced, typewritten or hand illustrated, depending on the value the editor places on appearance, and the resources at his command. Most fanzines are printed in black-and-white throughout, with a coloured cover printed in black. Their appearance, therefore, is not easily confused with that of a 'professional magazine'.

Lesson 3: What a fanzine is for.

Fanzines provide basic value for money by offering:

(a). Scenarios and articles for specific games.

(b). Reviews of the latest products to fit these specific games.

(c). Humour in the form of cartoons, sarcasm, wit, and literary prose (sometimes).

(d). A chance to get your name in print by supplying articles. Or, an abusive, radical, extreme or perverse letter is bound to get your name in print.

Lesson 4: Where can I get hold of a fanzine.

Fanzines are usually available mail order from the specific 'zine editor (see CLASSIFIED this issue). Alternatively, many shops now stock at least a couple of titles. If you have great difficulty in obtaining a copy that you would like to see, write to us, and we'll throw your letter in the bin try to help you out.

Lesson 5: Who are these fanzine editors?

People like you and me, with interests in playing games, chatting about games, reviewing books and writing fiction. Some draw, some paint, some drink lots of beer, some drink even more. Most of them **are** talented, persevering, masochistic gaming buffs. By the way, I must say "thank you" to all the 'zine editors who sent me review copies, ideas and good-wishes for the first issue of ADVENTURER. All I can say is if we've pleased you lot, we should have pleased everybody!

A NOTE TO FANZINE EDITORS:

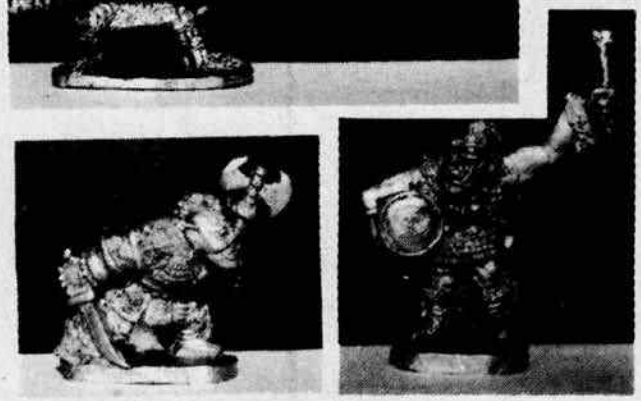
(If you're not one of these, please read on anyway!) Your kind, considerate, overworked editor, well nigh snowed under with workload and deadlines as it is, has taken it upon himself to assist you bastions of virtuous role-playing meritosity (yer what??) in reaching the market that ye craveth for: the general gaming public. In Utter Drivel # 2, Ben Goodale suggests that a fanzine 'package' be offered to the general public as a sort of 'starter pack', but is somewhat perturbed as to who to give this burden joyous task to. I see this as a good opportunity for ADVENTURER to step in where angels fear to tread and help out with this predicament (also providing a healthy back-hander to your devious editor!! - only kidding!). Seriously, if any of you think this is a worthwhile experiment to 'broaden your market', let me know.

STANDARD GAMES
STANDARD MINIATURES

ARLON HOUSE, STATION ROAD, KINGS LANGLEY, HERTFORDSHIRE WD4 8LF.
TELEPHONE: (09277) 66328

Our range of products are available from your local games, toy and hobby shops.

MAIL ORDERS: Send your cheque/postal order to above address. Please add 10% to total cost for post and package within the U.K., and 30% to total cost for post and package for Overseas. For free brochure send s.a.e. to above address. Access taken. Trade enquiries welcome worldwide.



Games

Cry Havoc	9.95
Outremer	11.50
Siege	9.95
Samurai Blades	9.95
Speed and Steel	9.00
Thunde-rin Guns	6.99
City of Sorcerers	9.95
Starship Captain	12.95

Role Playing Games

Dragonroar Basic Set	12.95
Zhevezh Gauntlet	9.95
Ballad of Skurn La'Ana	2.95

Separate Game Components (Maps & Counters)

Counters - Cry Havoc	2.45
Counters - Siege	2.45
Counters - Samurai Blades	2.45
Counters - Outremer (2 sets)	4.90
Map Deep Space - All Black	2.45
Map 1 The Village	2.45
Map 2 The Crossroads	2.45
Map 3 The Forest	2.45
Map 4 The Castle (Siege)	2.45
Map 5 The Camp (Siege)	2.45
Map 6 The Temple (Samurai Blades)	2.45
Map 7 White Dragon Village	2.45
Map 8 The Watering Hole	2.45
Map 9 The Olive Grove	2.45
Map 10 The Holy Land 1 hex = 20miles	2.45

Scenario Book (no VAT)

Scenario Book Cry Havoc	2.95

Luxury Dungeon Plans (boxed)

Accessory Pack I	2.95
Accessory Pack II	2.95

Pads A4. 50 shts in each (shrink wrapped)

Role-Playing Character Pad	1.95
Hex Paper Pad	1.95
Macro Hex Pad	1.95
Dungeon Mapping Grids	1.95

Jumbo Pads - 10 sheets 17in x 25in

Jumbo 1in Sq Floor Pad Brown	2.95
Jumbo 1in Sq Floor Pad Blue	2.95
Jumbo Hex Pad 15mm Numbered	2.95
Jumbo Hex Pad 25mm	2.95

Hexes & Squares, on clear plastic 17"x25"

Hex 15mm numbered	1.80
Hex 25mm	1.80
1in Square	1.80

Deluxe Games Cloth 8'x4' high quality felt

Green Felt	9.95
Blue Felt	9.95
Black Felt	9.95
Sand Felt	9.95

STANDARD MINIATURES

Medieval Range - ideal for Cry Havoc, Siege, Outremer, Role-playing & Medieval Armies

M1	Helmeted knight	45
M2	Pikeman	45
M3	Standard bearer, sword	45
M4	Longbowman	45
M5	Sergeant at arms	45
M6	Knight in mail, sword	45
M7	Mounted knight, sword	45
M8	Mounted knight, lance	45
M9	Horse in housing, head turned	75
M10	Horse in housing, galloping	75
M11	Dead horse	75
M12	Dead knight	45
M13	Dead peasant	45
M14	Wounded peasant	45
M15	Wounded sergeant at arms	45
M16	Billman	45
M17	Marching spearman	45
M18	Shortbowman	45
M19	Crossbowman	45
M20	Advancing standard bearer	45
M21	Monk	45
M22	Peasant, short bill	45
M23	Peasant, drawing sword	45
M24	Peasant, sling shot	45
M25	Tinker	45
M26	Peasant lady	45
M27	Lady of the manor	45
M28	Mule	75
M29	Mule Handler	45
M30	Falling mounted knight	45
M31	Falling horse in housing	1.00
M32	Poor mounted knight, lance raised	45
M33	Poor mounted knight, lance	45
M34	Poor knights horse rearing	75
M35	Poor knights horse trotting	75

Medieval Triple Packs (miniatures of the above sold in quantities of 3)

M2T	Pikeman (3)	1.00
M4T	Longbowman (3)	1.00
M5T	Sergeant at arms (3)	1.00
M6T	Knight in mail with sword (3)	1.00
M13T	Dead peasant (3)	1.00
M14T	Wounded peasant (3)	1.00
M16T	Billman (3)	1.00
M17T	Marching spearman (3)	1.00
M18T	Shortbowman (3)	1.00
M19T	Crossbowman (3)	1.00
M21T	Monk (3)	1.00
M22T	Peasant, short bill (3)	1.00
M23T	Peasant, drawing sword (3)	1.00
M24T	Peasant, sling shot (3)	1.00

Dragonroar Fantasy - ideal for Dragonroar and General Role-playing

F1	War Hedgehog	1.00
F2	Killer Penguin	45
F3	Wizard Zanto	45
F4	Hobgoblin	45
F5	Goblin	45
F6	Goblin, standard bearer	45
F7	Troll with sword	45
F8	Male warrior	45
F9	Female Warrior	45
F10	Dragon Flying	3.45
F11	Dragon Wings Down	3.45
F12	Manelephant	75
F13	Skull	1.00
F14	Giant Spider	1.35
F15	Zhavezh Ape	75

Dragonroar Triple Packs - miniatures of the above sold in quantities of 3.

F2T	Killer Penguin (3)	1.00
F4T	Hobgoblin (3)	1.00
F5T	Goblin (3)	1.00
F6T	Goblin Standard Bearer (3)	1.00
F8T	Male Warrior (3)	1.00
F9T	Female Warrior (3)	1.00

Armies of the Holy Land - ideal for Outremer, Cry Havoc, Siege, Role-playing and Armies of the Holy Land

H1	Mounted turkish cavalry sword	45
H2	Light cavalry horse	75
H3	Sudanese spearman throwing spear	45
H4	Bedouin tribesman advancing with spear	45
H5	Syrian dismounted cavalry, sword	45
H6	Turkish horse archer	45
H7	Seljuk infantry with spear advancing	45
H8	Syrian cavalry on foot with standard	45
H9	Mamluk with mace on foot	45
H10	Syrian cavalry on foot with sword and shield	45
H11	Mamluk in full armour kneeling firing bow	45
H12	Syrian cavalry on foot, sword	45
H13	Sudanese archer	45
H14	Seljuk infantry with crossbow	45

Holy Land Triple Packs - miniatures of the above in quantities of 3.

H3T	Sudanese spearman throwing spear (3)	1.00
H4T	Bedouin tribesman advancing with spear (3)	1.00
H5T	Syrian dismounted cavalry with sword advancing (3)	1.00
H7T	Seljuk infantry with spear advancing (3)	1.00
H8T	Mamluk with mace on foot (3)	1.00
H10T	Syrian cavalry on foot with sword and shield (3)	1.00
H11T	Mamluk in full armour kneeling firing bow (3)	1.00
H12T	Syrian cavalry on foot with sword (3)	1.00
H13T	Sudanese archer (3)	1.00
H14T	Seljuk infantry with cross-bow (3)	1.00

Mercenaries from the Age of Dark Blades

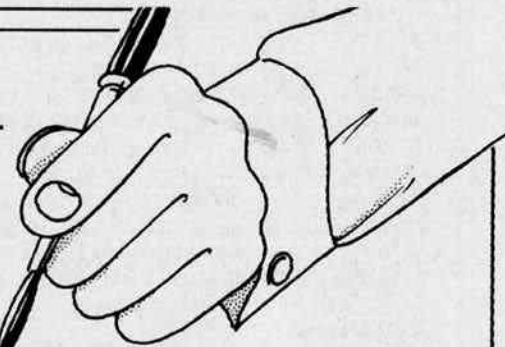
B1	Dwarven Mercenary	50
B2	Dark Blade Mounted	50
B3	Barbarian Mercenary	50
B4	Dark Blade Dismounted	50
B5	Dark Blade Standard	75
B6	Mercenary Warrior of the Damned	50
B7	Dark Blade Bowman	50
B8	Elven Mercenary	50
B9	Horse in Dragon Armour	1.00
B10	Mon-Oger with crossbow. Elite	50
B11	Mon-Oger with Halberd. Elite	50
B12	Mon-Oger Standard Bearer Elite	75
B13	Thrugg Lumpthew	50
B14	Mon-Oger Damon Drummer Elite	75
B15	Mon-Oger Trumpeter Elite	50
B16	Mon-Oger Officer. Elite	50
B17	A pair of Irish Wolfhounds	50
B18	Mon-Oger Dog of War	50
B19	Two Standards	50
B20	Mon-Oger. Vulture Standard	50
B21	Mon-Oger. Shaman	50
B22	Dead Mon-Oger	50
B23	Wounded Mon-Oger	50
B24	Mon-Oger with Bow	50
B25	Mon-Oger Advancing Drummer	50
B26	Mon-Oger with Spear	50
B27	Mon-Oger Berserker	50
B28	Mon-Oger with Mace	50
B29	Mon-Oger Sword & Shield	50
B30	Mon-Oger two-handed axe	50
B31	Mon-Oger shield & axe	50

Dark Blades Triple Packs - miniatures of the above sold in quantities of 3.

B1T	Dwarven Mercenary (3)	1.35
B8T	Elven Mercenary (3)	1.35
B11T	Mon-Oger with Halberd (3)	1.35
B18T	Mon-Oger Dog of War (3)	1.35
B24T	Mon-Oger with Bow (3)	1.35
B26T	Mon-Oger with Spear (3)	1.35
B29T	Mon-Oger Sword and Shield (3)	1.35
B30T	Mon-Oger Two Handed Axe Axe (3)	1.35
B31T	Mon-Oger Shield and Axe (3)	1.35

Trade enquiries to:
GAMES OF LIVERPOOL
89 Victoria Street,
Liverpool L1 6DG.
Tel: 051-236 2605

Wholesalers and importers of specialist adult games and puzzles.

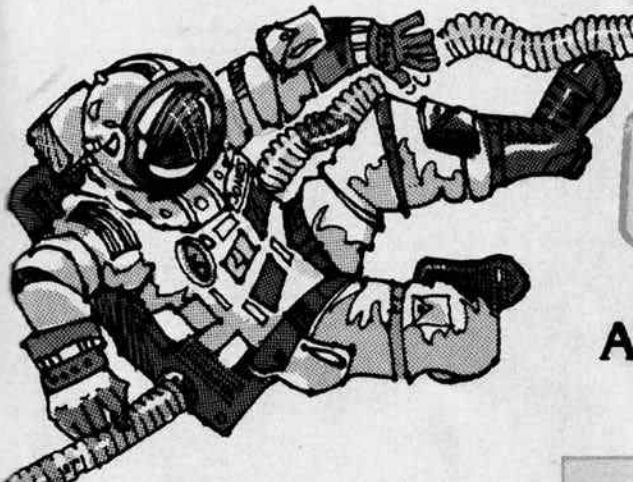


SERIOUS?

The Miniature Paints range of quality acrylics was designed by serious craftsmen for the serious craftsman. The initial range includes an extremely powerful cement; a chemically designed metal primer (which is not just another grey!); a matt varnish which is opaque in liquid form to aid accurate application yet dries perfectly clear; 17 colours and 4 metallics. Available from better games shops in 18 ml jars at 70p each.

miniature paints

1 Cement
2 Metal Primer
3 Matt Varnish
4 Black
5 White
6 Medium Grey
11 Grass Green
12 Dark Green
21 Turquoise
22 Medium Blue
23 Navy Blue
31 Violet
32 Ruby
41 Bright Red
51 Orange
61 Yellow
71 Flesh
81 Leather Brown
82 Earth Brown
83 Chocolate Brown
91 Gold
92 Silver
93 Bronze
94 Brass



CLASSIFIED

ADVENTURER CLASSIFIED ADVERTISEMENTS

Your opportunity to buy, sell, pass on messages or just see your name in print! Take a classified ad. in ADVENTURER.

RATES:

All ads. must be prepaid via cheque or postal order made payable to Mersey Leisure Publishing. Each word costs just 15p free of VAT! Display ads. cost £4.50 per S.C.C. Clubs should submit basic information for inclusion in ADVENTURER'S notice board at the bottom of the page. These will be published FREE of charge, space permitting. All ads. must be submitted in writing, using the form below (or a hand-written copy of it), and accompanied by payment for the correct amount. Mersey Leisure Publishing can not accept any responsibility for any transactions resulting from classified ads. We must ask you to take care when replying to these ads., and we also ask you only to submit genuine ads.

FANZINE ADDRESSES

BALROG BANTER, 22 Five Fields Road, Willenhall, Wolverhampton WV12 4PA. (includes scenario supplement for 50p).

EXPLOSIVE RUNE, 25 Heol Glynllifon, Blaenau Ffestiniog, Gwynedd, LL41 3DU. (Only 50p! 20 pages).

HITS TO KILL, 20 Hamble Road, Merry Hill, Wolverhampton, WV4 4AN. (44 (?) pages for 40p).

LSD, 69 Alumhurst Road, Westbourne, Bournemouth, Dorset. (Excellent presentation - 75p).

MONSTROUS PERVERSION, 4 Holly Acre, Prey Heath, Mayford, Woking, Surrey. (What a Title...).

ORC TORC, 8 Hillcrest, Maryland, Chelmsford, Essex CM3 6A2.

ORC'S REVENGE, 66 East Towers, Pinner, Middlesex.

OUT OF THE MIST, 72 Main Street, Osgathorpe, Leics. LE12 9TA. (60p...48 pages).

SKULLCRUSHER, c/o R. Langrish, Offchurch Vicarage, Warks. CV33 9AL.

SOUND + FURY, Manor House, Little Bealings, Woodbridge, Suffolk. (50p for 40 pages).

UTTER DRIVEL, Cairnmore, Crianlarich, Perthshire, FK20 8QS. (Interesting ideas for 45p).

VERBAL DIARRHOEA, 4 Speldhurst Road, Southborough, Tunbridge Wells, Kent TN4 0DP. (60p for 36 pages).

d3
YOU CAME ALONE? APPROACH..
THIS IS THE RARE OCCULT VOLUME YOU SEEK. THE THRICE DAMNED CODEX OF HEH! BELIEVED DESTROYED IN NINEVIA. WILL YOU PAY THE AGREED PRICE?
OH..... DID I MENTION THE SUPPLEMENTS.....??

CLASSIFIED ADS.

15p per word or £4.50 S.C.C.

make cheques / PO's payable to Mersey Leisure Publishing and send your advertisement to:

CLASSIFIED ADVENTURER 85 VICTORIA ST. LIVERPOOL L1

Once Bitten
THERE! THE ONE I SEEK..... AND THOSE RUNES ABOVE MY VISION REFER TO THE HOSTELRY OF THAT VERY NAME IN THE TOWN OF SCATOPHAGIUM.
I SHALL LOOK TO MY CRYSTAL... TO SCRY THE DOINGS OF THESE WHO MUST ENACT THIS DRAMA... ....TO IT'S TRAGIC CONCLUSION.
PAGAN
NEW AND USED
armour
..OM YAM UM NUM NIM NOM ..... WHAT!? SYLLABLES 317 to 463 NEXT ISSUE!
GOT TO STASH THIS PURSE.. QUICK! WONDER WHAT'S IN IT.

THE BISHOP'S "AMENETIES" FUND IS LOW... SO THE REVEREND EDBUT LET HIM KNOW OF MY PERSONAL DEPOSITS... WHEN I FIND THAT...
I.O.U. Dish
RELICS HANDLE WITH CARE
WASSAT? THE TEMPLE'S BACK DOOR? EDBUT'S PROVINCE!
POSSIBLY HE SEEKS TO EVADE HIS Just AND Sacrosanct CHASTISEMENT. NO DOUBT I'LL FIND HIM IN HIS CUPS AT THE ONCE BITTEN
YOUR SHARE, EDBUT
SOMEONE UP THERE... HIDE AND POCKET THE LOOT, THEN EXIT AS SOON AS THE COAST'S CLEAR
EIGHT GROATS AND A WALNUT
KEEP LOCKED AT ALL TIMES
LUCKY THIS DOOR WAS OPEN. WHAT IS THIS PLACE?
IT'LL BUY ME A FEW PINTS IN THE ONCE BITTEN, I S'POSE.
MEANWHILE...
PSHAW! SCRIMSHANK YOU'LL SEARCH EVERY DIVE AND SINK IN THIS HOLE OF A TOWN 'TIL YOU FIND MY PURSE AND THE SLIME THAT TOOK IT.... ENGAGE SOME HELP IF ABSOLUTELY NECESSARY
LOST 'IM M'LORD
I FEAR YOU'LL NEED SOME BRASS FOR BRIBES ETC. YOU'LL GIVE FULL ACCOUNT SO GET RECEIPTS!
I'LL START RIGHT AWAY
I'LL BE AT ZAZA'S
RABID RAT
Sin Inn
LATER... BY THE HIP OF HOP! DO I SPY FEY THE FIERY VANQUISHED BY SOME JACKAL?
Once Bitten
A PACK OF JACKALS, I'LL THANK YOU AMBERGRIS
SOME WINE MAY RESTORE YOU. I WAS BOUND FOR THE ONCE BITTEN WHEN I SAW YOU. I BUY.
SO YOU SEEK AID IN THE LOCATION OF A CUTPURSE?
IS RIGHT
ANY OF THESE FIT THE BILL?
STOP SHOWING OFF, WOWSER
IMPRESSIVE!
UNHAND YOU THAT RECUSANT CURATE!
MAYHAP YOUR WINSOME BROTHER WILL BE THERE
THERE HE IS.. .. THE GALLANT!
NOW! THE MOMENT APPROACHES TO DRAW IN MY PRIZE, AS THE UNWITTING PUPPETS DISTRACT EACH OTHER.....
CONTINUED

From

AVALON HILL

Gods of Glorantha

The revised Runequest 3 set is given a Dark Ages European base, but for those who want a more exotic setting there is an alternative world of Glorantha (found in the original Runequest). The 'Gods' supplement is the first of a number of works that will breathe life into this world. It contains a book of all major cults with their history and traditions, 60 in total, each fully detailed. There is also a Gloranthan Calendar, a Who's Who and an overview of the Principal Pantheons' Philosophies. A major work useful to all dedicated Runequesters.

£15.95

From

GAMELORDS

HIGH QUALITY ACCESSORIES FOR TRAVELLER

WANTED ADVENTURERS **£4.25**
STARTOWN LIBERTY **£4.25**
LEE'S GUIDE VOLUME 1 **£4.25**
ASCENT TO ANEKTHOR **£4.25**
A PILOTS GUIDE TO DREXILTHAR **£4.25**
THE UNDERSEA ENVIRONMENT **£4.25**
MOUNTAIN ENVIRONMENT **£4.25**
DESERT ENVIRONMENT **£4.95**
DRENSLAAR QUEST **£4.95**
DUNERAIDERS **£4.95**

NEW FROM T.S.R.

X10 Red Arrow, Black Shield is a module for the **DUNGEONS & DRAGONS** game system. As a link between the Expert and the Companion Sets, X10 fulfills an important role. It is also the first module to follow one of the new "SuperModule" formats, including 200 die-cut counters, a wargame playing map and an extract of the War Machine rules from Companion Set. For character levels 10-14.

£7.50

After the success of **LANKHMAR City of Adventure, CA1 Swords of the Undercity,** the first of a series of adventure modules, has been released. This attractive module is a package of three shorter adventures that every AD&D game player who already has the City of Adventure sourcebook will want. For character levels 8-12.

£5.50

ALL THE ABOVE ITEMS AVAILABLE FROM BETTER GAMES SHOPS.
In case of difficulty, contact:- GAMES OF LIVERPOOL, 89 Victoria Street, Liverpool. 051-227 1505

Odyssey 7,
Unit 7, M/C Univ. Precinct,
Oxford Road,
MANCHESTER. M13 9RN.
061-273 6666

The Little Soldier,
58 Gillygate,
YORK. YO3 7EQ.
YO3 7EQ.
0904 642568

Midland Games Centre,
Shambles Arcade,
21 Hales Street,
COVENTRY.
0203 24612

SCOTLAND

Virgin Games Centre,
172 Union Street,
ABERDEEN
AB1 1QT.
0224 645851

Games,
50-54 Manchester Street,
LIVERPOOL. L1 6ER.
051-236 2605
(Also Mail Order)

Games,
Unit 20,
Merrion Centre,
LEEDS. 2.
0532 456376

Joto Hobbies,
7 Lawrence Sherriff Street,
RUGBY,
Warks. CV22 5EL.
0788 62372

Gamesville,
9 Exchange Street,
DUNDEE,
Tayside.
0334 53391

Games,
25-27 Grange Road West,
BIRKENHEAD,
Merseyside.
051-647 4676

Odyssey 7,
Unit 6, Harrison Street,
Off Vicar Lane,
LEEDS.
0532 426325

Graingers Models & Crafts,
108 Caldmore Road,
WALSALL,
West Midlands. WS1 3RB.
0922 23382

The Dragon & George,
44 Candleriggs,
GLASGOW.
G1 1LE.
041-637 3082

Second Chance Games,
The East Tower,
Fort Perch Rock,
NEW BRIGHTON Merseyside.
(Also Mail Order)

Virgin Games Centre,
94-96 The Briggate,
LEEDS.
LS1 6BR.
0532 432606

Midland Games Centre,
Unit 8, The Knibbs,
Smith Street,
WARWICK.
0926 401104

WALES

Futureshock,
200 Woodlands Road,
GLASGOW.
G3 6LN.
041-333 0784

Toppers,
16 Mercia Square,
CHESTER.
CH1 3JZ.
0244 28802

Armchair Adventures,
14 Market Arcade,
High Street,
NEWPORT, Gwent.
0633 843155

The Gameskeeper,
105 Cowley Road,
OXFORD.
OX4 1HU.
0865 721348

SOUTH WEST

The Gamesmaster,
536 Great Western Road,
GLASGOW.
G12 8EL.
041 334 1583

Fantasy World,
10 Market Square Arcade,
HANLEY,
Stoke-on-Trent. ST1 1NU.
0782 279294

F. C. Parker,
7 High Street Arcade,
CARDIFF,
S. Glam. CF1 2BB.
0222 21159

Anton Hobbies,
1 Swan Court,
East Street, ANDOVER,
Hants. SP10 1EZ.
0264 23880

Virgin Games Centre,
28-32 Union Street,
GLASGOW.
G1 3QX.
041-204 1041

Wargames Guild,
145 London Road,
STOKE-ON-TRENT.
Staffs.
0782 416637

Swansea Models & Hobbies Ltd.,
Plymouth Street,
SWANSEA.
SA1 3QQ.
0792 52877

Forever People,
59 Park Street,
BRISTOL 1,
Avon. BS1 5NU.
0272 25454

NORTH EAST

MIDLANDS

The Gamesmaster,
13 Forrest Road,
EDINBURGH.
EH1 2QH.
031 226 3354

Games Store,
161 Linthorpe Road,
MIDDLESBOROUGH,
Cleveland. TS1 4AG.
0642 247553

The Place,
68 Worcester Street,
WOLVERHAMPTON,
WV2 4LE.
0902 27627

Virgin Games Centre,
18 Merchant Street,
BRISTOL.
BS1 3ET.
0272 294774

NORTHWEST

Trains & Things,
116 Winter Hey Lane,
HORWICH,
Nr. Bolton. B16 6JP.
0204 693314

Games 'N' Models,
66 George Street,
HULL.
HU1 3AB.
0482 24910

Virgin Games
Centre,
98 Corporation Street,
BIRMINGHAM.
021-236 1577

Games Incorporated,
9 Frankfort Gate,
PLYMOUTH,
Devon.
0752 672149

From MAYFAIR

DESIGNERS OF AWARD WINNING GAMES:

DRAGONRIDERS OF PERN. Fly the skies of Pern and fight Thread on dragonback in this boardgame based on the best-selling novels of Anne McCaffrey. Dragonriders of Pern features a map of Northern Pern (commissioned for Mayfair Games from one of fantasy's premiere artists, Tim Hildebrandt) showing all the Holds, Weyrs, and Craft Halls with their heraldry. Also included are 38 full-colour portrait cards of the major characters by Robin Wood, a prologue by Anne McCaffrey, and an article on Thread fighting by Todd Johnson.

O Easy to learn rules for 1 1 solitaire games.
O

£12.95

WORLDS OF BORIS VALLEJO. From the mind of the renowned fantasy artist Boris Vallejo has come the images of voluptuous women, muscular men, and terrifying monsters. Each player can now battle to conquer these worlds for power and glory. Featured are 30 of Boris' most exciting paintings. Clear, concise rules create a fast-playing game for one to six players. a board game as exciting to view as it is to play.

£12.95

From NOVA GAME DESIGNS

The LOST WORLDS system.
Use any two of these titles to recreate the excitement of combat.

1	MAN IN CHAINMAIL **1.99**
2	SKELETON WITH SCIMITAR **£1.99**
3	DWARF IN CHAINMAIL **£1.99**
4	GIANT GOBLIN WITH MACE **£1.99**
5	WOMAN IN SCALE **£1.99**
6	HILL TROLL WITH CLUB **£1.99**
7	BARBARIAN WITH SWORD **£1.99**
8	FIGHTER-MAGE **£1.99**
9	WRAITH WITH SICKLE **£1.99**
10	COLD DRAKE **£1.99**
11	HALFLING WITH SWORD **£1.99**
12	LIZARD MAN WITH SCIMITAR **£1.99**
13	UNICORN **£1.99**
14	MAN IN PLATE **£1.99**

From STANDARD GAMES

Dungeon Accessory Pack 1

Stone floors, bare ground, steps, pits and grills. All you need to start your adventures. 12 sheets boxed, 1 sheet mapping paper.

£2.95

Dungeon Accessory Pack II

Expand your adventures with boats, trees, furniture, skulls, swords and much more. 12 sheets boxed, 1 sheet mapping paper.

£2.95

Pastimes II,
Unit 15, East St. Centre,
SOUTHAMPTON,
Hampshire.
0703 221789

Games Room,
29a Elm Hill,
NORWICH,
Norfolk. NR3 1HG.
0603 628140

Games Unlimited,
2 Castle Street,
KINGSTON UPON THAMES,
Surrey.
01-549 6486

Marchino Andrea,
Via Campo
Dei Fiori,
21020 Casciago=va=.
ITALY.

A Parallel Universe,
60 High Street,
STREET,
Somerset.
0458 42244

Not Just Stamps,
17-19 Crendon Street,
HIGH WYCOMBE,
Bucks. HP13 6LJ.
0494 41717

Medway Games Centre,
1 Church Street,
CHATHAM,
Kent.
0634 814750

Jeux Descartes,
40 Rue Des Ecoles,
75005 Paris,
FRANCE.
010 3314 326 79 83

SOUTH EAST

War & Peace,
8 Upper Orwell Street,
IPSWICH,
Suffolk. IP4 1HW.
0473 58356

Victoria Models,
1 Old Mill Parade,
Victoria Road,
ROMFORD, Essex.
0708 23740

Virgin Games Centre,
140-144 High Street,
BROMLEY,
Kent.
01-460 5055

Jeux Themes,
92 Rue de Monceau,
75008 Paris,
FRANCE.
010 3314 522 50 29

EUROPE

Virgin Games Centre,
157-161 Western Road,
BRIGHTON,
Sussex. BN1 2BB.
0273 29646

Games People Play,
5 Wellington Terrace,
Notting Hill Gate,
LONDON. W2.
01-727 9275

Fantasiapelit Tudeer KY,
Pohjoinen Rastitie
2A4,
01360 Vantaa 36,
FINLAND.

Librairie Saint-Germain,
140 Boulevard St-Germain,
75006 Paris,
FRANCE.
010 3314 326 9924

BARAD-DUR
7 Copthold Road,
BRENTWOOD,
Essex.
0277 222694

Gamesworld,
129 King Street,
Hammersmith,
LONDON. W6.
01-741 4467

Target Games,
Storgatan 29,
S-11455 Stockholm,
SWEDEN.
010 46 8619301

L'Oeuf Cube,
24 Rue Linne,
75005 Paris,
FRANCE.
010 3314 587 28 83

Esdevium Games,
185 Victoria Road,
ALDERSHOT,
Hants. GU11 1JU.
0252 311443 (Also Mail Order)

Leisure Games,
91 Ballards Lane,
Finchley,
LONDON. N3 1XY.
01-346 2327

Au Vieux Paris,
1 Rue de la Servette,
1201 Geneva,
SWITZERLAND.

Stratejeux,
13 Rue Poirer de Narcay,
75014, Paris,
FRANCE.
010 3314 545 45 87

The Warlord Games Shop,
818 London Road,
LEIGH-ON-SEA,
Southend. SS9 3NH.
0702 73308 (Also Mail Order)

Virgin Games Centre,
100 Oxford Street,
LONDON.
W1N 9FB.
01-637 7911/2

Broese-Kemink BV,
Zandweg 69c,
3454 JW DE Meern,
HOLLAND.
01031 030 313804

Librairie Des Tanneurs,
26 Rue des Tanneurs,
13100 Aix-en-Provence,
FRANCE.
010 3314 42 261207

Warlord II - The Games Shop,
362 Chartwell Sq. 1st Level,
Victoria Circus Shopping Centre
SOUTHEND. Essex.
0702 615988 (Also Mail Order)

The Guardroom,
38 West Street,
DUNSTABLE,
Beds.
LU6 1TA.

Prolude SPRL T/A Dedale,
Galerie du Cinquantenaire,
32-36 Avenue du Tervuren,
1040 Bruxelles, BELGIUM.
010 322 734 2255

Univers Fantastiques,
7 Rue Estelle,
13001 Marseille,
FRANCE.
010 3314 91 544045

The Model Shop,
190-194 Station Road,
HARROW,
Middlesex. HA1 1JU.
01-863 9788

Spirit Games,
1st Flr., Croydon Indoor Market,
Park Street,
CROYDON.
01-760 0078

Citadel,
Muhlendamm 41-43,
2000 Hamburg 76,
W. GERMANY.
010 49 40 222461

Mimicry,
12 Rue Flatters,
80 000 Amiens,
FRANCE.
010 3314 22 923879

TS!9 GO FOR IT.

Beast says: "Good Luck **Adventurer,** with your new magazine".

Tortured Souls! issue 9 includes the **'Arena of Death'** - a challenging scenario suitable for use with a single high-level AD&D or Expert fighter. Start alone and unarmed, and try to collect the enchanted arms and armour you need on the way to the Arena of Death...

Tortured Souls! is a publication consisting entirely of scenarios for role-playing games. Every issue contains at least four top quality fantasy scenarios.

Send this ad. and an SAE to the address below and we'll send you more details and a **FREE** scenario!

TS!9 - Go For It!

Tortured Souls! (£2.95), **GameMaster Publications** (£3.50), **Lost Shrine of Kasar-Khan** (£4.95) from **Beast Entz,** Unit 18, 16-20 George St, Balsall Heath, Birmingham. Send SAE for details.

Axle says:

WHY NOT VISIT THE GUARDROOM AND SEE OUR COMPLETE RANGE OF GAMES AND FIGURES.

"The Friendly Games Shop"

The Guardroom

38 WEST ST., DUNSTABLE.
Tel: (0582) 606041
2 miles from junction 11 on the M1

---

denizen 25mm fantasy

NEW RELEASES:

FA46	Adventurer, drawing sword	42p
FA47	Adventurer, dead or unconscious	42p
FA48	Female Ranger (2 parts)	42p
FA49	Dungeon Mistress	42p
FA50	Legion of the Damned Pikeman brandishing severed head	42p
P7	Comic Barbarian	42p

Postage & Packing: Orders up to £2.50 add 25p - Orders over £2.50 add 10% send stamped addressed envelope plus one loose second class stamp for fully illustrated catalogue.

DENIZEN MINIATURES
4a Powis Square, Brighton, Sussex BN1 3HH.

ANTONS HOBBIES

- RADIO CONTROLLED MODELS
- WARGAMES & BOARDGAMES
- *For All Your Modelling Needs*

1, SWAN COURT, EAST STREET. **ANDOVER 23880**

Adventurer
THE SUPERIOR FANTASY & SCIENCE FICTION GAMES MAGAZINE

PORTRAIT #1: THE EDITOR

STEPHEN DILLON - HUMAN MALE - AGE NOT RECORDED

Skills: Read/Write 75% Oratory 50%
Fast Talk 85% Bullsweat 90%
Proof-read 0.5% Bargain 60%

Spells: Glamour; Market goods;
Befuddle; Tongue-sharp;
Illuminate readers; Detect Typos.

SIZ : 14 **STR** : 14
DEX : 11 **INT** : 15
CHA : 15 **POW** : 17

FINAL

DAILY BUGLE

25¢

Morning EDITION

THE PICTURE NEWSPAPER

TUESDAY, FEBRUARY 4, 1986

MARVEL SUPER HEROES™

THE HEROIC ROLE-PLAYING GAME

The MARVEL SUPER HEROES™ role-playing game.

Your chance to be Spider-Man, Captain America, the Hulk or any of the other fantastic Marvel characters.

Easy to understand rules.

The largest range of accessories for any superhero role-playing game.

And all from TSR, the DUNGEONS & DRAGONS® people.

Tomorrow you could be making the headlines...

The MARVEL SUPER HEROES game is available from better games shops or, in case of difficulty, contact:

TSR UK Limited
The Mill
Rathmore Road
CAMBRIDGE CB1 4AD

MAYOR'S VISITORS ARE NOT CANNIBALS

By the Bugle Staff

Blah, blah blah, rhubarb, blah, rhubarb, blah, allegations hotly denied, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah,no policemen missing after being assigned, blah, blah blah, rhubarb, blah blah blah, rhubarb, blah, rhubarb, blah, no truth whatsoever, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah,Mayor's department suffered minor food-poisoning, blah, blah blah, rhubarb, blah, rhubarb, blah, blah, blah, blah, harrumph, blah, rhubarb-blah, lobster thermidor blah, blah blah, rhubarb, blah, rhubarb.

Blah, blah, blah, blah, harrumph, blah, rhubarb-blah, no proof of misbehaviour blah, rhubarb, blah, blah, blah, blah, harrumph, blah, [illegible]-blah, Civic reception cancell[illegible]

SPIDER-VIGILANTE

Editorial By
J. JONAH JAMESON

Recently, one issue has taken over the headlines and front pages of this city's newspapers. Television and radio news casts seem obsessed with the controversy, politicians steer away from it as if it were the plague. I am referring, of course, to the subject of vigilantism.

The approach of most of the tabloids and news departments are taking is that of the "New Right" or conservative movement that is making itself known in this country by way of individual acts of vigilatism. The trend toward accepting vigilantes started years ago, and started in this very city. We have had vigilantes roaming our streets since then, posing as costumed crimefighters. But are they crimefighters, or are they power-hungry anarchists who thrive on their ability to be judge, jury and, sometimes, executioner all at once? This is the beginning of a twelve part editorial series covering the subject of vigilantism and those who use it in the guise of heroism. We will be looking at heroes who have been branded vigilantes in the past, but have proven time and time again that they serve and protect the city and the country; heroes such as the Avengers under government supervision. We will also look at the growing fear of mutants and whether they should be allowed to exercise their powers unregistered and uncontrolled. But, for the first two installments of, we will look at a costumed hoodlum

(editorial continued on page 4)

COURT BUILDING TO BE REDONE

By Julie Laskin
of the Bugle Staff

"Battered, worn, and ready to collapse," is how Judge Martin Miller recently blah, blah blah, rhubarb, blah, rhubarb, blah, jovial mood in the Criminal Courts building, harrumph, blah, rhubarb.

Rhubarb, blah, rhubarb, blah, blah, blah, 50 trials involving villains with enhanced powers, blah, blah blah, rhubarb, blah, rhubarb, blah, blah, blah, blah, harrumph, blah, [illegible]rb-blah, new judges' chambers

"...as much threat as protection to our people."

MARVEL SUPER HEROES and all Marvel character names are the trademarks of the Marvel Comics Group, a division of Cadence Industries.
DUNGEONS & DRAGONS is a registered trademark of TSR Inc.
©1986 TSR UK Limited.

AIRPORT SECURITY TIGHTENED

By Max Sterling

UPA

UPA journalist Max Sterling has dis[illegible]that officials at New York's